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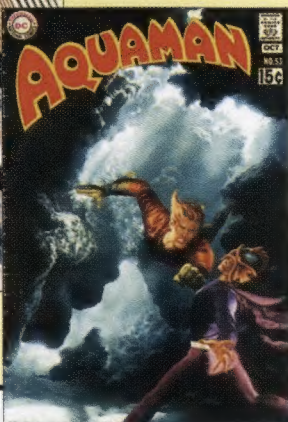
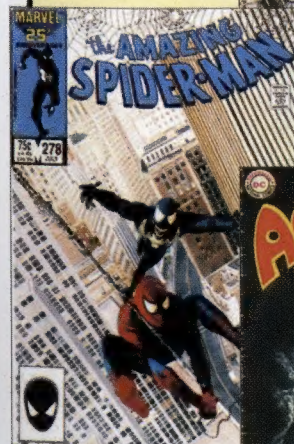
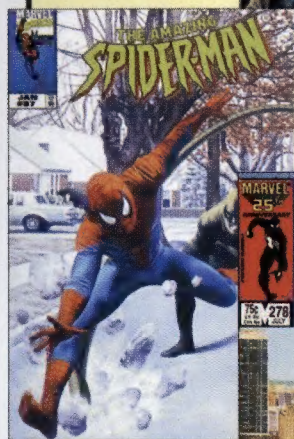
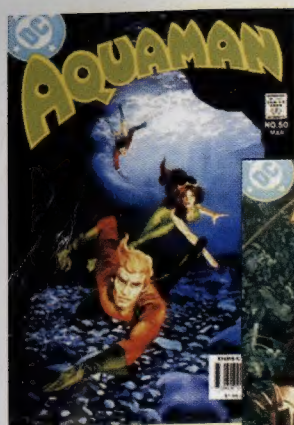
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Publisher/editor: Dez Skinn
dez@comicsinternational.com

Production: Lorian Luckings
loriann@comicsinternational.com

News: Mike Conroy
mike@comicsinternational.com

Listings: Jim Hannah
jim@comicsinternational.com

Research: Tim Pilcher
tim@comicsinternational.com

Assists: Carlie, Gary and Max

Print Liaison: Jim MacDonald

Subscriptions 01621 877 231

8 Galliford Rd, Maldon, Essex CM9 7XD

Subscriptions Manager: Joy Flood

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A Quality Communications magazine

#157

APRIL 2003

Inside this issue...

COVER: Our third consecutive two-colour Marvel comics to movie cover. This month X2 ready to repeat the success of Fox's earlier X-Men movie. For the latest rundown on this Summer smash see page 20.

News

NEWS INTERNATIONAL: DC resurrects Tower's 1960s super-team... Vampirella teams up with Top Cow's Witchblade and Magdalena... Wolverine mini and New Mutants revival lead Marvel's second wave of *Tsunami* titles... Image launches *Legacy*... Marvel re-enters roleplaying game arena... Harris's *Vampi* gets new relaunch and new direction... DC heralds return of WildStorm's *Planetary* with Batman team-up... Gemstone readies its Disney line... Marvel offers new terms to benefit retailers...



Vertigo unveils new version of Steve Ditko's Creeper... Silken Ghost's past revealed by CrossGen... Future launches third title... US booksellers spotlight graphic novels... Steve Niles preps *30 Days of Night* sequel... Dr Fate goes solo again... Alan Moore biography to benefit charities... Vertigo launches Warren Ellis's *Orbiter*... Plus much more... **5 FRAME TO FRAME:** From comic frames to film frames, Mike Conroy looks at plans to bring Kurt Busiek's *Superstar* to TV and what the future holds for Daredevil, Elektra and other Marvel heroes as well as CrossGen's invasion of the silver screen... **26 PREVIEW:** Marvel's new Garth Ennis Thor mini, with art by Glenn Fabry... **49**

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Sez Dez

Editorial
Dez Skinn



I ALWAYS used to have a reputation for starting new titles then rapidly moving on. Not sure if that's necessarily bad though as my old boss Stan Lee did suggest it was the best thing for me to do. He intended me to create new Marvel UK titles, amass the contributors, edit a few issues, then pass the editorship on to somebody else and start all over again. Which I did, back then.

But nobody is more surprised than me that I've now been editing the same magazine for over 13 years. I'd never intended *Comics International* to be my retirement package, but I'd simply not had enough faith in any of the new projects I've tinkered with since 1990 to take them to the printers. Until now.

There have been some beauts we almost went with, ranging from the 10-title newsstand weekly comics line in partnership with Bantam Books, through to *Cards International*, cashing in on the then-popular trading card craze. But they never happened. Like with the rebirth of *Warrior* or the launch of *ComicWatch* as an investment digest, something always stopped us at the last minute. But not this time.

In an editorial in CI #111, I risked the wrath of comics retailers across the UK by suggesting that those who did not expand, to embrace specialist toys and action figures were making "Canute-like denials of evolution". That those giving over 50% of the store to only 10% of their income, by stocking high on back issues, would become dinosaurs.

Not long after, we dummied up another new project. But when *Starlog* (UK), *Memorabilia* and *Science Fiction World* all launched around the same time, we backed off to watch. They all went away, and we went back to work. Almost a year ago, we added Tim Pilcher (ex-Vertigo UK) and Gary Eliot (ex-most things) virtually fulltime to the Quality team, along with Maxine Lambert and, more recently, Carlie Watts. Not to strengthen CI, although their input has proven valuable, but to secretly work on our new companion title.

Then *Memorabilia* came back a second time, along with *Action Figure & Toy Collector* and *Fantasy Worlds*. Again, we backed off to watch. Again, they've all gone away, so we're leaping in.

Check the ad on page 4 this month to see what we've been up to.

Comics International editor Dez Skinn's career in the industry spans over 30 years. Titles he has created include *Doctor Who Weekly*, *House of Hammer*, *Hulk Comic*, *Starburst* and *Warrior*. Ex-editorial director of Marvel UK - where his Stan Lee-coined *Sez Dez* column had a monthly audience of over 500,000 - he has also edited titles including *Buster*, *Conan*, *MAD*, *Star Wars Weekly*, *2000 AD Presents*, *Miracleman* and *Spider-Man* and won over 20 Eagle Awards. A contributor to several lifestyle magazines and consultant on a new Thames TV series, his co-created *V for Vendetta* is under option to Warner Bros.

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DC to revive Tower's 1960s precursor to StormWatch



Above: J G Jones' painted art for the cover to the first issue of DC's *T.H.U.N.D.E.R. Agents*.

New licensing deal brings about official return of Wally Wood's cult T.H.U.N.D.E.R. Agents creation

HERO NAMES Dynamo, NoMan and Lightning may mean little to the modern comicbook reader. But they are fondly remembered by 1960s comics fans who consider their short-lived StormWatch-like stint as members of a UN sanctioned super-team to be one of the highlights of the Silver Age.

The subject of several failed attempts at revival [see below], the *T.H.U.N.D.E.R. Agents* are owned by John Carbonaro who acquired the rights from commissioning publishers, the now-defunct Tower Comics. Following DC's recently-launched *Archives* hardback series reprinting the original strips, Carbonaro has now signed a deal with DC to return the team in its own title.

Speed kills!

Created in 1965 by a former EC artist, the highly-respected Wally Wood, the agents operated outside the boundaries of US national interest, working to achieve world peace. Atypical superheroes, unlike most of their vigilante peers, their powers were the result of technology rather than being acquired via such traditional

comicbook methods as freak accident or mutation.

The equipment they used was also far from perfect. Lightning's electromagnetic suit gave him super-speed but shortened his life-span every time he activated it while Dynamo gained super-strength and invulnerability from his Thunder Belt, which drained him of energy and cut out after 30 minutes use.

More contemporary

Discussing the relaunch, editor Dan DiDio remarked, "This series will feature all the classic characters from the original comic. But while the names Dynamo, Lightning and NoMan remain the same, everything around them has changed. We're taking a more contemporary look at these heroes, their motivations, and the world around them."

Ruling out obvious DC guest stars, *T.H.U.N.D.E.R. Agents* is set within its own continuity when the Age of the Alpha-Human is a threat to mankind. Launching on June 4, it is written by **Black Sun's** Marc Andreyko with art by **Thunderbolts'** Manuel Garcia and Jimmy (21 Down) Palmiotti.

EC artist's super-team legacy lives on

AN OBVIOUS product of the Swinging Sixties and its acronym-laden spy agencies U.N.C.L.E., S.H.I.E.L.D., S.P.E.C.T.R.E and Z.O.W.I.E., The United Nations Defense Enforcement Reserve - *T.H.U.N.D.E.R.* - was introduced in 1965 in one of the first two titles from Tower Comics.

Paperback publisher Tower Books created the subsidiary as a means of gaining a foothold in the flourishing comicbook market of the time. The company debuted with an all-but forgotten teen humour title and the more memorable *T.H.U.N.D.E.R. Agents*.

The superspy series was put together by Wally Wood, an EC veteran who had worked on Marvel's *Daredevil*. To help him produce the double-sized issues, he

turned to a wealth of colleagues including Gil Kane, Steve Ditko, Reed Crandall, Joe Orlando, Dick Ayers and Mike Sekowsky.

An anthology title, *T.H.U.N.D.E.R. Agents* featured team strips plus Dynamo, Lightning, Menthor, NoMan, Raven and other agents in solo action.

Acronyms abound

Companion title *U.N.D.E.R.S.E.A. Agent* followed in 1966, lasting six issues and featuring the aptly-named Davey Jones from the United Nations Department of Experiment and Research Systems Established at Atlantis. Also in 1966 *Dynamo* and *NoMan* gained their own solo titles. But these were even shorter lived, running only four and two issues each.

T.H.U.N.D.E.R. Agents ran 19 issues until 1968. An all-reprint #20 was published in 1969 but it was to be Tower's last comicbook gasp, forced from the industry by distribution problems for its double-priced (25c) double-sized line.

In 1981 John Carbonaro obtained all rights to the Tower characters and after a single self-published issue made the first of two abortive attempts to revive the heroes through Archie Comics. A 1985 unauthorised relaunch by Deluxe Comics followed Archie's 1983 series.

It lasted only five issues and led to a protracted lawsuit which resulted in Carbonaro reasserting his rights to the characters and reviving the team in *Omni Comix*. But only the first episode of the 1994 serial was ever published.



Above: The cover to *T.H.U.N.D.E.R. Agents* #20, the final Tower issue.



WHEN a supermarket robbery leaves their loved ones dead, Marielle and Stella join together for vengeance in the 138-page *Colere Noire*. Written by Thierry Smolderen and illustrated by Marcelle in gray tone, the 7x10" softcover ships from Humanoids in May. Shown above is Georges Bess's cover art for the \$14.95 graphic novel.

Harris and Top Cow get together

THE FRENZY for inter-company crossovers may have waned several years ago but the concept is far from extinct.

Latest to contrive a meeting between their characters are Harris Comics and Top Cow, Marc Silvestri's Image imprint. The paths of their flagship heroines cross in *Vampirella/Witchblade*.

Written by Brian Wood, this Harris special is set in New York. It is drawn by Steve Pugh, who worked with

the Fight for Tomorrow author on *Generation X*.

Top Cow then bring Harris's blood-sucker from Drakulon over to Image for another one-off, this time with a Parisian locale.

Magdalana/Vampirella is written by *Witchblade* co-creator David Wohl with art by *Magdalana* co-creator Joe Benitez, *Zendra's* Martin Montiel and *Midnight Nation* inker Jason Gorder.

Vampirella/Witchblade, priced \$2.99, ships in June.



Above: Steve Pugh *Vampirella/Witchblade* promo art.

All-Stars once again

JSA writers Geoff Johns and David Goyer plus guests spotlight members of archetypal supergroup in mini inspired by Golden Age appearances



WHEN the notion of a comic featuring a team of super-heroes was first conceived in the offices of All American in 1940, the concept was not viewed in quite the same way as it is today.

All-Star Comics

Instead of a band of heroes fighting side-by-side against an overwhelming menace, the idea was to feature the various members of the Justice Society of America in solo adventures sandwiched between opening and closing team meetings. That was how the stories were structured during the first seven years of *All Star Comics* and is the template current JSA writers Geoff Johns and David Goyer are following for a eight-issue spin-off from their DC team title.

JSA: All-Stars turns the spotlight on the team's new

generation as the strange new leader of the Injustice Society sets out to find out why Hawkgirl, Doctor Fate, Star-Spangled Kid, Hourman, Doctor Mid-Nite and Mister Terrific chose the path of heroism.

All-Stars begins and concludes with two full-length stories written by Johns and Goyer and illustrated by the *Black Panther* team of Sal Velluto and Bob Almond. These four also provide the lead stories in issues #2-7, each focusing on a different Modern Age JSA member.

Kavalier and Clay

Those six issues will also feature a backup strip with a Golden Age hero as its star. Each is being produced by a different creative team.

Contributing these stories are *The Adventures of Kavalier and Clay* author Michael Chabon and Michael

(*Gotham Central*) Lark, *Daredevil*: *Yellow's* Jeph Loeb and Tim Sale, Howard (*American Flag*) Chaykin, *100 Bullets*' Brian Azzarello and Eduardo Risso, *Starman's* James Robinson and Tony Harris, and Darwyn (*Catwoman*) Cooke.

Covers to *JSA: All-Stars* are provided by *Captain America's* John Cassaday. His art for the first issue is shown above.

DC exclusive

Geoff Johns has signed an exclusive three-year contract with DC. The writer of *The Flash* as well as co-writer of *JSA* and *Hawkman*, he will be adding the relaunched *Teen Titans* title when it premieres later this year.

Currently also writing *Avengers* for Marvel, his last issue will be #76.

JSA: All-Stars #1, priced \$2.50, ships on May 7.

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VICTORY wields unlimited power. This half-elf demigoddess hails from Arton, a Medieval-like world where magic is still extant. Born to combat a menace of cosmic magnitude, she debuts in the first issue of her own Image Comics title on May 14. Written by Marcelo Cassaro and inked by Sohmi Pai, the \$2.95 bimonthly **Victory** is pencilled by Edu Francisco, who also drew one of the covers to the first issue [art above]. The other is drawn by Roger Cruz.



DC acquires Elfquest

WENDY and Richard Pini are ending 25 years of self-publishing by licensing their **Elfquest** property to DC.

The deal, which will see the end to WaRP Graphics as a publishing entity, encompasses worldwide publishing rights in all formats and languages as well as media and merchandising rights to the long-running fantasy series.

DC plans to use the title to launch a line of black and white trade paperbacks in the manga digest format, which is proving increasingly popular in the book trade. A series of hardcover **Elfquest**

Archives is also in the offing.

Wendy Pini is also set to return to drawing the series she and her writer husband introduced in IPS's **Fantasy Quarterly** #1 [1978] before relaunching **Elfquest** through their own WaRP Graphics.

A new, black and white four-parter is in the pipeline for the end of the year. To be published in the manga-sized format, Pini said it will take the Wolfriders into the next phase of their adventures.

● Marvel previously held reprint rights to **Elfquest**, publishing 32 issues under its Epic imprint [1985-1988].

New Mutants return

Revival of first X-Men spin-off team leads Marvel's second wave of Tsunami titles also set to include continuation of **Truth** storyline

AFTER spotlighting only **Mystique** and a **Sentinel** in its initial wave of **Tsunami** titles, Marvel is pushing its mutants more when it premieres a further four of its manga-influenced comics in May.

Leading the way is **New Mutants**, a \$2.50 revival of the team of youngsters **Chris Claremont** and artist **Bob McLeod** introduced in 1982's **Marvel Graphic Novel** #4.

The new series is written by **Nunzio DeFilippis** and **Christina Weir**, the team responsible for Oni's **Skin-walker**. It is drawn by **New X-Men**'s **Keron Grant**.

Wolverine berserk

The first **Tsunami** miniseries, **Wolverine: Snikt!** is also the first US work by **Tsutomu Nihei**. A relative newcomer even to Japanese comics, he is best-known for **Blame!**.

Set in a barren wasteland, Nihei's \$2.99 six-parter pits the feral **Canuck** against parasitic robot organisms as he begins to devolve into his savage berserker state.

The other two titles to



Above and below: **The Crew** art by **Joe Bennett** and **Danny Miki**.



Above: **Josh Middleton**'s cover art for the first issue of Marvel's **Tsunami** revival of its **New Mutants** title.

debut in May, but as \$2.50 comics, also have strong ties to the **Marvel Universe**.

The Waiting Place's **Sean McKeever** – already writing the April-launching **Sentinel** – is also scripting **Marvel**'s latest attempt to promote members of the genetically altered race of beings introduced in 1965's **Fantastic Four** #45 as the stars of their own comic. **Inhumans** – pencilled by **Felon**'s **Matthew Clark** – introduces the next generation of **Atilans**.

Black Cap

While the **Inhumans**' history goes back almost 40 years, **The Crew** has links that predate the beginnings of the **Marvel Universe** even though the concept is a spin-off from one of **Marvel**'s most recent series. The comic builds on the revelation that black GIs were used as guinea pigs in experiments with the super-soldier serum prior to the creation of **Captain America** – as unveiled in **Truth: Red, White & Black**.

Written by **Christopher (Black Panther) Priest**, the comic features **Jim Rhodes** – the former **War Machine** – who teams up with **Danny Vincent**, aka **Junta**, and **Kasper Cole**, currently impersonating the **Black Panther**.

Joining them at the end of the initial four-issue serial

Big Trouble In Little Mogadishu is **Justice**, the son of **Isaiah Bradley** from **Truth**.

The Crew is drawn by **Buffy the Vampire Slayer**'s **Joe Bennett** and **Ultimate X-Men**'s **Danny Miki**.



Above: **Matthew Clark**'s cover art for the first issue of **Marvel/Tsunami's Inhumans** revival. Below: **Tsutomu Nihei**'s cover art for **Wolverine: Snikt! #1**.



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JEFF SMITH Star Guest Panel Sat 24 12 midday	£5		
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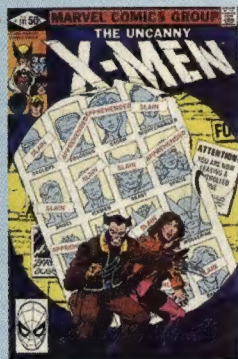
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The X-Men 50c tour



Giant Size #1 (1975) Hard to believe this rapid looking Len Wein and Dave Cockrum comic launched the new X-Men's heady career. Marvel's first new story in an X-Men title for over 5 years.



Issue #141 - Bleaker than *Eastenders* when Arthur Fowler cracked up, Chris Claremont and John Byrne set the benchmark for '80s comics with this apocalyptic future massacre tale.



Issue #171 - Villain-turned-hero Rogue goes to the mansion on her first day forgetting to pick up some milk on the way in. Dickie Davis then mulls over suing Marvel for in-fringe-ment of mallon streak.



Issue #200 - The first stage of redemption for Magneto. After his trial for crimes against humanity, he starts to rebuild his relationship with Professor X.

X2 expected to equal X1 x2

The X-Men return this spring to movieland with a tiny sequel name, counterbalanced by a huge cast. *CI* explains how Marvel and Fox are going full throttle to exceed the profits of the first X-Men movie.

Special movie feature by
GARY ELIOT

MARVEL's perennial fan favourite superhero team the X-Men return this spring with the highly anticipated sequel X2, released worldwide on May 2nd, five months later than intended. Comic fan director Brian Singer returns with his original cast plus a few new characters to the story, while still faithfully retaining many of the comic-book elements.

The story revolves around Wolverine (Hugh Jackman) being pursued by a shadowy military agency headed up by William (Brian Cox) Stryker, basically rehashing the *Weapon X* comic storylines. This has repercussions on the X-Men when Stryker can only get to Wolverine by going through the team at their Westchester School base. There is also further development of the Mystique/Senator Kelly story, almost as a nod to longstanding *New X-Men* writer Chris Claremont, king of the underlying sub-plot.

New characters

By using Westchester School as a plot device, the film cannily expands cameos from the first movie, such as Iceman (Shawn Ashmore), Kitty Pryde (Katie Stuart), and John "Pyro" Allerdice (Aaron Stanford). This approach also eases in new characters like Piotr "Colossus" Rasputin (played by 6'8" newcomer Daniel Cudmore), Theresa "Stryn" Cassidy (Shauna Kain), although mean villainess Lady Deathstrike (Kelly Hu) gets more screen-time. X-Men comic mainstays Jubilation "Jubilee" Lee (Kea Wong) and Gambit (James Bamford) also appear, as well as the Beast, but don't blink or you'll miss them.

The big introduction has to be the teleporting blue demon-like Kurt "Nightcrawler" Wagner, played by Alan Cumming. This versatile Scottish actor is not too well known over here, but respected in the States, and this film should bring him high recognition in his homeland. With this cast expansion, it makes easy manoeuvring for the

proposed X3 and Wolverine movies. Future sequels would otherwise become easily bogged down by the swiftly rising pay cheques of all its rising stars, and new blood comes in at a lower wage.

The rest of the team remain the same; Patrick Stewart is Professor X. Halle "not Logan" Berry is Storm; Ian McKellen escapes his plastic cell and teams up with Prof X to try and defeat Stryker. James Marsden will bore the pants off us again as the terminally dull Cyclops, while Famke Janssen is Jean Grey. Yet again the love triangle between boyfriend Cyclops and the ever-brooding Wolverine

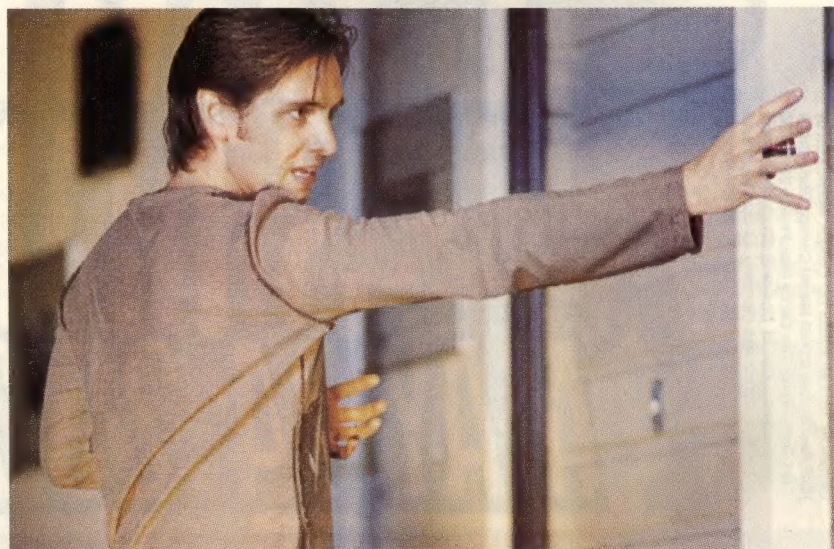
marches on while Anna Paquin continues to blossom as Rogue. Rebecca Romijn-Stamos is shape-shifter Mystique, who is still successfully masquerading as the deceased mutant hating Senator Kelly (Bruce Davison). Clearly, this movie has a lead cast that could outnumber certain small villages in rural England.

Franchise frenzy

The one consistent theme of conversation being echoed by all members of the cast in interviews is that *X-Men* set the tone and introductions, but X2 is all about character development. The more

people in a movie, the more opportunities of licencing and other revenue, which equate to more sequels being made.

Marvel and Fox execs must have erased their fingerprints after rubbing their hands with so much glee after the first movie has reaped them over \$300 million from DVD and box office takings; and the astutely timed re-release of the 2000 summer smash under the guise of the feature laden X-Men 1.5 DVD will fill more wheel-barrows with loot. It is now becoming apparent that movie moneymen have seen how a comicbook as successful as



Above: John "Pyro" Allerdice (Aaron Stanford) practises Bryant and May's motto of "Always strike away from body." The question we ask is, will he go bad in the movies like he does in the comic? Below: Lady Deathstrike (Kelly Hu) acts as moody muscle back-up to William Stryker, in an attempt to kidnap Wolverine.



the X-Men was marketed to saturation point to its fanbase, and they can reproduce this formula to a completely new mass-market audience. You don't have to be Mystic Meg to deduce that Fox will be in the enviable position of being able to regularly turn out X-Men films based on team A and B. After all, it worked for Marvel.

Creation Mutation

Traditionally the X-Men have long ruled the comics charts, even though occasionally some of the titles have been far from worthy. Back in the days of three TV channels, there was only one X book – which had peaks (rigidly steered by control freak scripter Chris Claremont) under the artistic spells of John Byrne, John Romita Jr, and literally every other hot artist at the time. It just makes you wonder, how on earth did Dave Cockrum get two stints?

The release of Jim Lee's second X-Men #1 title in the early '90s with its five variant covers produced a print run of in excess of a million, refreshing not only Professor X's mutant team, but the comics medium in general. It was only when Marvel started to exploit readers by releasing a whole raft of titles – at one point 14 separate X-books were required to keep up – that the readers felt enough was enough. And so, over time, sales dwindled again, and upon the successful release of the X-Men movie in 2000, Marvel did not capitalise on this vast potential new audience.

This woeful mismanagement was due in part to lack of finances during a rocky bankruptcy period, but was mainly ascribed to zero foresight by then editor-in-chief Bob Harras. Perhaps he can be forgiven though, when you consider the pile of old tripe that had gone to film before with *Fantastic Four* and *Punisher* springing to mind. Inevitably he was the fall guy, and upon being let go was replaced by Joe Quesada. So at least the first film had one positive side-effect for Marvel.

X2 will do well, even up against comics/SF blockbusters *Matrix Reloaded*, *Hulk*, *League of Extraordinary Gentlemen* and *Terminator 3* because it will be an expanded clone of what has successfully gone before.

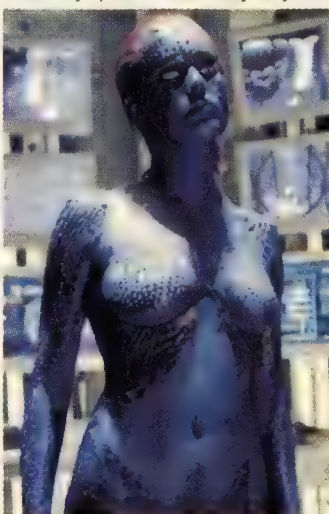
And if you can't wait for the movie, Marvel releases the comics adaptation in the first week of April.



"Just like that." Alan Cumming as Kurt "Nightcrawler" Wagner, the X-Men's swashbuckling teleporting romantic, doing a Tommy Cooper.



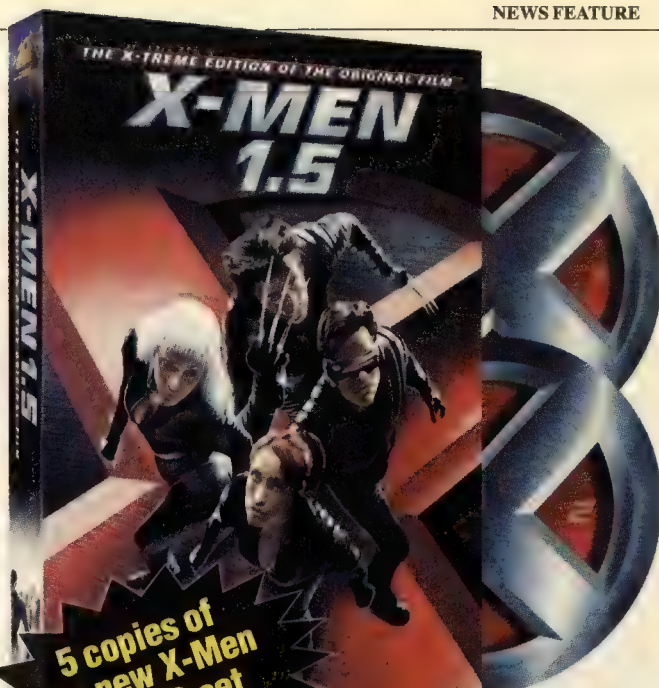
You looking at me? William Stryker (Brian Cox), leader of the Weapon X programme. Glasses by Specsavers. Beard by Tony Hart.



Don't fancy yours much. Mystique (Rebecca Romijn-Stamos) displays the unfortunate side effects of a Betta Price blue rinse job.



Colossus (Daniel Cudmore) in human form rescues helpless Westchester students when the mansion comes under attack.



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All entries must be postmarked before April 30th, 2003

CUT OUT COUPON ALONG DOTTED LINE

Image inherits Roaring's Legacy

AFTER initially being set up as an independent publisher, Roaring Studios has chosen to move in under the Image umbrella.

Its maiden title is to be **Legacy**. A fantasy set on Zelandria – a world where magic and technology coexist alongside age-old myths and futuristic wonders – the bi-monthly is the work of Dollz

writer Carmen Treffiletti and penciller Edu Francisco, a newcomer whose work is being digitally inked by Lithium Pro.

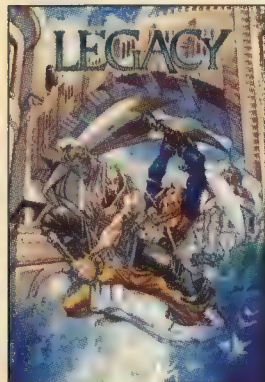
In a world where power is contingent on nobility and feudalistic hierarchies govern widespread provinces, Lord Eridan seeks to awaken the Shriekers, a race of savages that once held Zelandria in its mad thrall.

The only person who can stop Eridan's crazed scheme is Lucian, a prince returned from years of solitude to reclaim his kingdom and avenge his father's murder.

Amateur spotlight

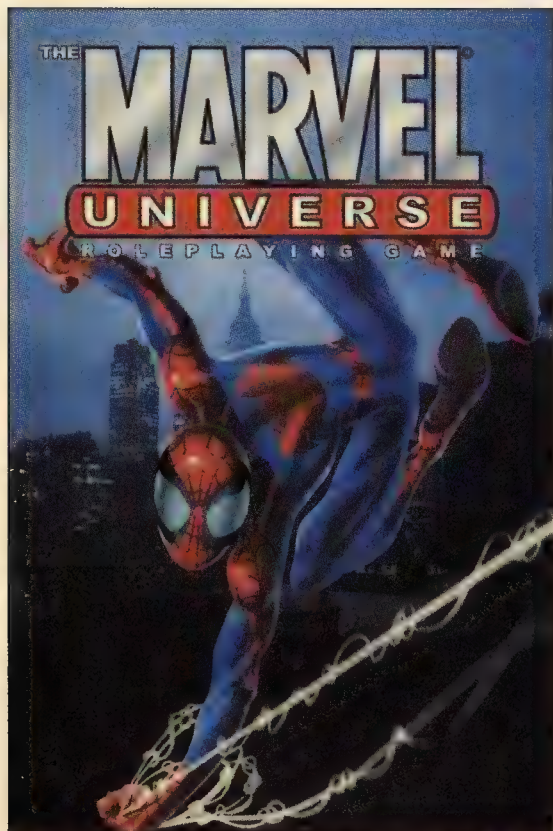
Roaring's second title debuts from Image on July 3.

A quarterly anthology, the misleadingly-titled **Roaring Monthly** gives readers the opportunity to see their own strips in print.



Above: The cover to **Legacy** #1; art by Edu Francisco.

Legacy #1, priced \$2.95, ships in May.



MARVEL is once more venturing into the realm of roleplaying games with the release of the **Marvel Universe Roleplaying Game**. Designed by Q.E.D. Games, creators of **Blue vs Gray: The Civil War Card Game**, the **MURPG** premieres in May with a 128-page hardcover 'bible' of the game's rules. Priced \$24.99, this volume also incorporates initial character profiles and other data. According to Q.E.D., the new game system is a radical departure from 1984's **Marvel Super Heroes Roleplaying Game** and the **Marvel Super-Heroes Adventure Game** [1998].



Above: Omar Dogan's **Vicious** version of Vampi."

Vampi gets Vicious

HARRIS Comics is to try another fresh approach with its flagship heroine.

Following the unpublished 25th issue cancellation of **Vampi** – the Anarchy Studios title created by Kevin Lau, the New York-based publisher is handing the mangaeque version of Vampiella to **The Waiting Place's** Sean McKeever and **Xin: Legend of the Monkey**

King artist Omar Dogan.

Launching in July, their **Vampi: Vicious** is to feature a totally new direction for the blood-sucking 'bad girl'. "We jump into her new life and purpose, which is essentially to help people who, like her, have been tortured, maimed or otherwise used as unwilling test subjects 'in the name of science and progress'," said McKeever.

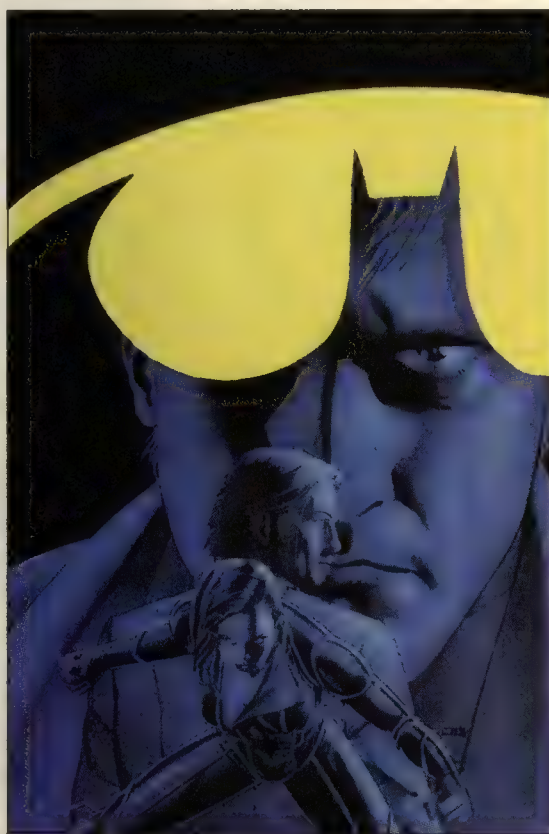
Planetary team throws Batman into relaunch

IN AN attempt to raise the profile for the return of a series that has been on hiatus for almost two years, DC has pushed back its previously announced relaunch of **Planetary**, preferring to herald it with a one-shot in which WildStorm's archaeologists of the unknown encounter Gotham City's own superhero.

A 48-pager, the prestige format **Batman/Planetary: Night on Earth** not only reintroduces Elijah Snow, Jakita Wagner and the Drummer but also leads into **Planetary** #16, which had been scheduled for April.

The special is by the regular **Planetary** team of writer Warren Ellis and artist John Cassaday. It ships on June 25 with the \$2.50 **Planetary** #16 following on August 27 – almost on 25 months after #15 hit the shops on August 1, 2001.

● "A large joke played straight at the expense of giant robot comics," is how Ellis describes **Tokyo Storm Warning**, a WildStorm three-parter he is developing with artist James (Transformers: Armada) Raiz.



Above: John Cassaday's cover art for DC's 48-page prestige format one-shot, **Batman/Planetary: Night on Earth**.

Marvel amends retailers' terms

AFTER more than 30 years with virtually no change, the direct market appears to be in a state of flux.

Following close behind DC's decision to initiate a limited sale or return scheme comes a Marvel initiative offering retailers greater flexibility in their ordering.

Effective with its May-shipping titles, Marvel has eliminated the need for an

initial order cutoff date.

In the past orders for those items would have to be lodged an average of two months in advance – by mid-to-late March. The new scheme allows orders for any Marvel product to be placed, increased, decreased, or even cancelled up to three weeks before the item ships.

This not only frees buyers from having to predict sales

eight weeks in advance but also offers the flexibility to profit from mainstream publicity generated by such titles as **Truth: Black, Red & White** and **Rawhide Kid**.

As a result of the change, Marvel has also amended the method by which discount is calculated. It is now to be based on all purchases over a 12-month period rather than each month's initial orders.

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GEMSTONE Publishing's Disney comics line launches on Free Comic Book Day – May 3 – with a *Donald Duck Adventures* one-shot. This is to be followed in June by the first issues of two monthly 64-page prestige format titles, *Uncle Scrooge* #319 and *Walt Disney's Comics and Stories* #634 (cover above). Two regular monthlies, *Donald Duck* and *Mickey Mouse and Friends*, begin in September, with issues #308 and #257 respectively.

Silken Ghost's past revealed

WAY OF the Rat writer Chuck Dixon is to flesh out one of the central characters from his CrossGen martial arts series in a five-issue spin-off from the title which he launched in 2002.

Drawn by Will (G.I. Joe) Rosado and StormWatch's Chuck Gibson, *The Silken Ghost* is, Dixon told CI, inspired by readers' intense curiosity about the heroine. "It's the story of the Silken Ghost and forms a prequel to the *Way of the Rat* series. It's not precisely an origin story but certainly offers a glimpse into the her past. This will all come on the heels of revelations about her as recounted in *Way of the Rat* the month before *Silken Ghost* #1 appears.

"It's also a kick-butt action-racked drama in the grand tradition of the Shaw Brothers' kung fu masterpieces," added Dixon, who described the series as grand adventure at the top of the world kind of stuff. "It's a Shangri-la story with lots of chopping and kicking and punching."

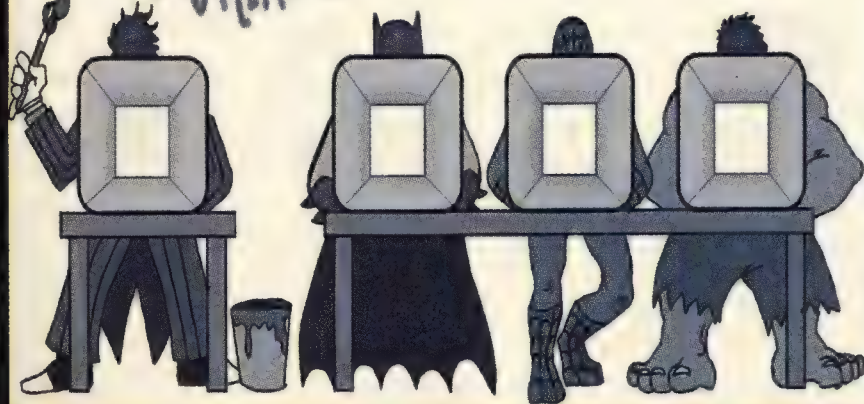
The Silken Ghost #1, priced \$2.95, ships on May 14.



Above: The cover to the first issue of CGE's *The Silken Ghost* five-parter; art by Will Rosado and Chuck Gibson.

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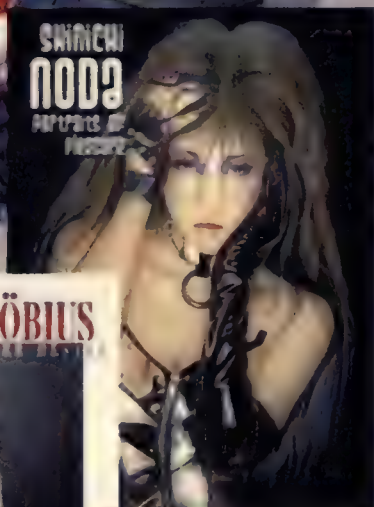
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In Brief

CROSSGEN is launching the second of its adaptations of R A Salvatore's **Demon Wars** novels on May 7.

Another five-parter, the \$2.95 **Eye for an Eye** is scripted by Scott Ciencin with art by Greg Tocchini and John Holdredge.

JOHN Cleese and Kim "Howard" Johnson are to be joined on their *Elseworlds* one-shot, **Superman: True Brit** by artists John (Lab Rats) Byrne and Mark (Avengers) Farmer.

The 96-page hardcover — which diverts from established DC Universe continuity when the rocket carrying the baby Kal-El lands in England rather than the Mid-West — is tentatively scheduled for a December release.

MARVEL is to cancel **Soldier X** with the June-shipping #12.

Following the departure of Darko Macan and penciller Igor Kordey with #8, the final issues of the \$2.25 Marvel title are to be written by Karl Bollers with Arthur Ranson drawing #9 and 10 and Scott Eaton, fresh from his tenure at CrossGen, illustrating #11 and 12 with inker Larry Stucker.

ROBERT (Cable) Weinberg and Lois Gresh are working on a sequel to **The Science of Superheroes**.

To be published in hardcover by John Wiley & Sons next year, **The Science of Supervillains** is to be in the same style as their earlier book. It will study the scientific ideas behind the superpowers possessed by such Marvel and DC villains as Magneto, Dr Doom, the Lizard, Mr Freeze, Sinestro, Poison Ivy and Gorilla Grodd among others.

DESPITE keeping the title alive because of its critical acclaim, poor sales have finally forced DC to cancel **Doom Patrol**.

The \$2.50 series — written by John Arcudi and drawn by Tan Eng Haut — is to end in July with #22.

WIZARD Entertainment is collecting all the covers to the first 100 issues of **Wizard: The Comics Magazine** in one 194-page hardcover.

Featuring art by J Scott Campbell, Glenn Fabry, Rob Liefeld, Joseph Michael Linsner, Frank Miller and George Pérez among others, the **Wizard Big Covers Book Volume 1** ships in May.

BRIAN Michael Bendis and artist Alex Maleev are taking a break from **Daredevil** with the resolution of the **Matt Murdock is Daredevil** serial in the August-shipping issue #50.

David Mack then steps in to write and paint a five-issue sequel to his **Echo** serial from **Daredevil** #9-15. Bendis and Maleev return with #56.



FANTAGRAPHICS Books is to showcase the work of one of comics most recognisable good girl artists in a 160-page hardcover. Shipping in May, the \$28.95 **Bill Ward's Glamour Girls** features over 100 improbably-busted beauties drawn by the creator of **Torchy the Blonde Bombshell** between 1956 and 1963.

Third for Future

THREE industry veterans are to launch their third title for the company they founded.

Future Comics **Deathmask** follows **Freemind** and **Metallix**. Written by Iron Man's David Michelinie, it is illustrated by one-time DC and Charlton editor Dick Giordano and former Valiant head Bob Layton, who previously worked with Michelinie on **Iron Man**.

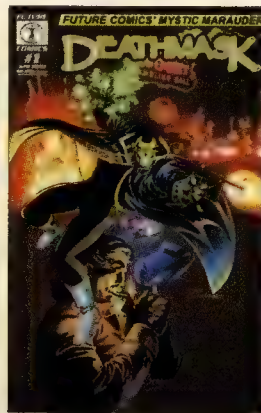
Discussing **Deathmask**

with CI, Michelinie said it stars a Native America of shamanic bloodline who uses ancient magic to seek revenge but finds that the target of his vengeance is protected by the same magic. "Success could cost him his soul," he said.

Indicating the series is to be darker than the other Future titles, the writer explained, "It's not grim and sombre, nor is it exactly horror — though there will be more violence and potentially disturbing visuals. I hope ultimately to have the reader feel that there may actually be a lot more in the world than we suspect, things that you or I or anyone could tap into if we only knew how. But we'd probably regret it."

Michelinie added **Deathmask** is, like all Future titles, aimed at readers, not collectors. "Folks who want to be entertained by exciting, fun stories with characters they care about."

Deathmask #1, priced \$2.99, ships in March.



US book sellers move to acknowledge comics

HIGHLIGHTING their growing importance outside the direct market, trade paperbacks are to be categorised separately by mainstream US booksellers.

On January 16, America's Book Industry Study Group's Book Industry Systems Advisory Committee approved

a new Subject Heading Code — the standard unit by which books are categorised and shelved — for graphic novels. This has been established with subheadings for various genres within the format.

The initiative was spearheaded by Drawn & Quarterly publisher Chris Oliveros who

suggested drafting a letter from various publishers who were having success in the book trade. Pantheon, Dark Horse, Top Shelf, W W Norton and Fantagraphics were all signatories to the proposal which was presented at a BISAC meeting attended by Oliveros as well as by

NBM's Terry Nantier, representatives from DC and Pulitzer Prize-winning **Maus** creator, Art Spiegelman.

By eradicating the hit-and-miss policy adopted by many stores when shelving comics titles, the new programme can only enhance the industry's profile.

Vertigo's Creeper hits 1920s Paris

A QUIRKY DC superhero conceived by Spider-Man co-creator Steve Ditko is being revived for a five-issue series with a Vertigo twist.

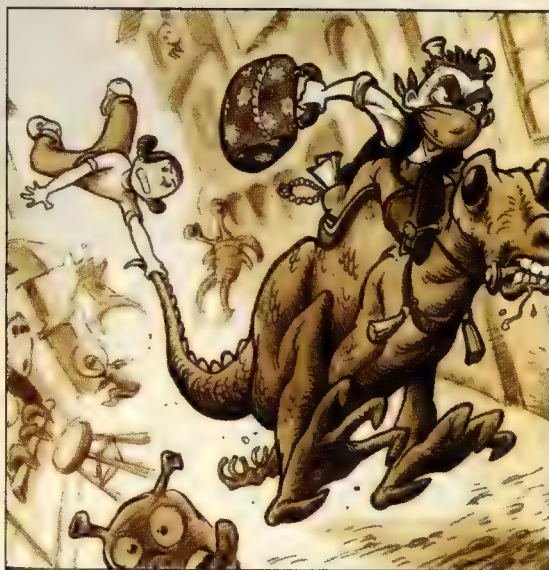
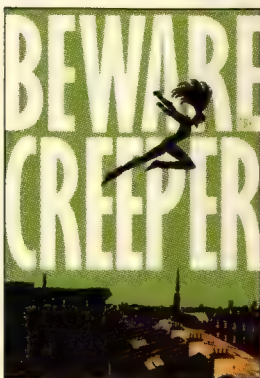
Introduced in **Showcase** #73 [1968], the Creeper has

changed gender and been transplanted through time and space to 1925 Paris at the hands of **Pistolwhip's** Jason Hall and Cliff Chiang, who illustrated the **Josie Mac** back-up in **Detective Comics** #763-772.

No longer the maniacal alter ego of investigative reporter Jack Ryder, the Creeper now conceals the identity of beautiful surrealist painter Judith Benoir.

Starting out as a mere cat burglar, she escalates her activities to become an art thief par excellence. But do her crimes conceal an ulterior motive? And how long will it be before the law catches her?

Beware the Creeper #1, priced \$2.95, ships on April 16.



MARK Crilly is celebrating **Akiko** hitting #50 with a special issue of his black and white all-ages title. The 40-pager, which ships from Sirius Entertainment in April, is priced \$3.50. It features a main story written and drawn by Crilly (art above) and, as well as other extras, a 13-page back-up strip created by three fans of the series the writer/artist launched in 1996.



DARK Horse is making available the newspaper strips that acclaimed fantasy painter and one-time EC artist Frank Frazetta ghosted for the most famous and successful cartoonist of his era from 1954 to 1961. To be published quarterly, the four volumes in the **Al Capp's Li'l Abner: The Frazetta Sundays** set are the first to collect the material. Shipping on May 28, the 128-page Volume 1 spans 1954-55. Priced \$18.95, it features such characters as The Bald Iggle, Loverboyunik – a thinly disguised Liberace – and Milton the Masked Martian, an early superhero parody.

Dark Days follows 30 Days of Night

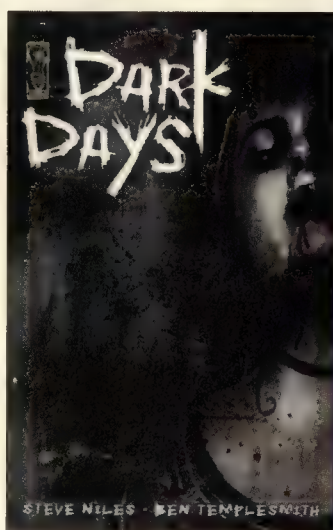
STEVE Niles is writing a sequel to his story of vampires which attack the small Alaskan town of Barrow during its month without sun.

Teaming up again with his **30 Days of Night** artist Ben Templesmith, the writer is preparing to tie up a couple of the loose ends from the IDW Publishing three-parter although he claims the six-issue **Dark Days** will effectively feature a standalone story.

Unlike the earlier mini which was set entirely in and around Barrow, the new storyline straddles the world, taking in Los Angeles, the Netherlands and New Orleans.

"Where **30 Days** was about survival, **Dark Days** is about taking the offensive," explained Niles. "There will be some butt kicking, but plenty of horror too!"

A bimonthly series, **Dark Days** debuts from IDW in June. It follows two of the survivors from **30 Days of Night** as they each cope with the deaths of their husband and son. "We see Stella as she moves from Barrow and embraces her new life as a writer and speaker on the topic of vampires. She's in LA visiting when the shit hits the fan."



Niles is also developing another horror series for IDW.

Set to premiere in September, **Wake the Dead** is described by the writer as a modern take on Mary Shelley's **Frankenstein**. It is being illustrated by the enigmatically-named MILX. A comics newcomer, he has been building a reputation for himself on the Internet.

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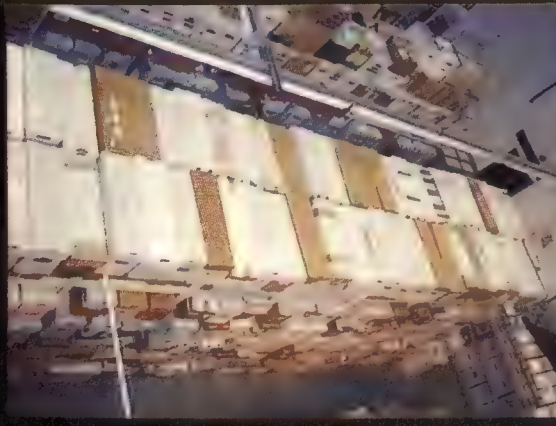
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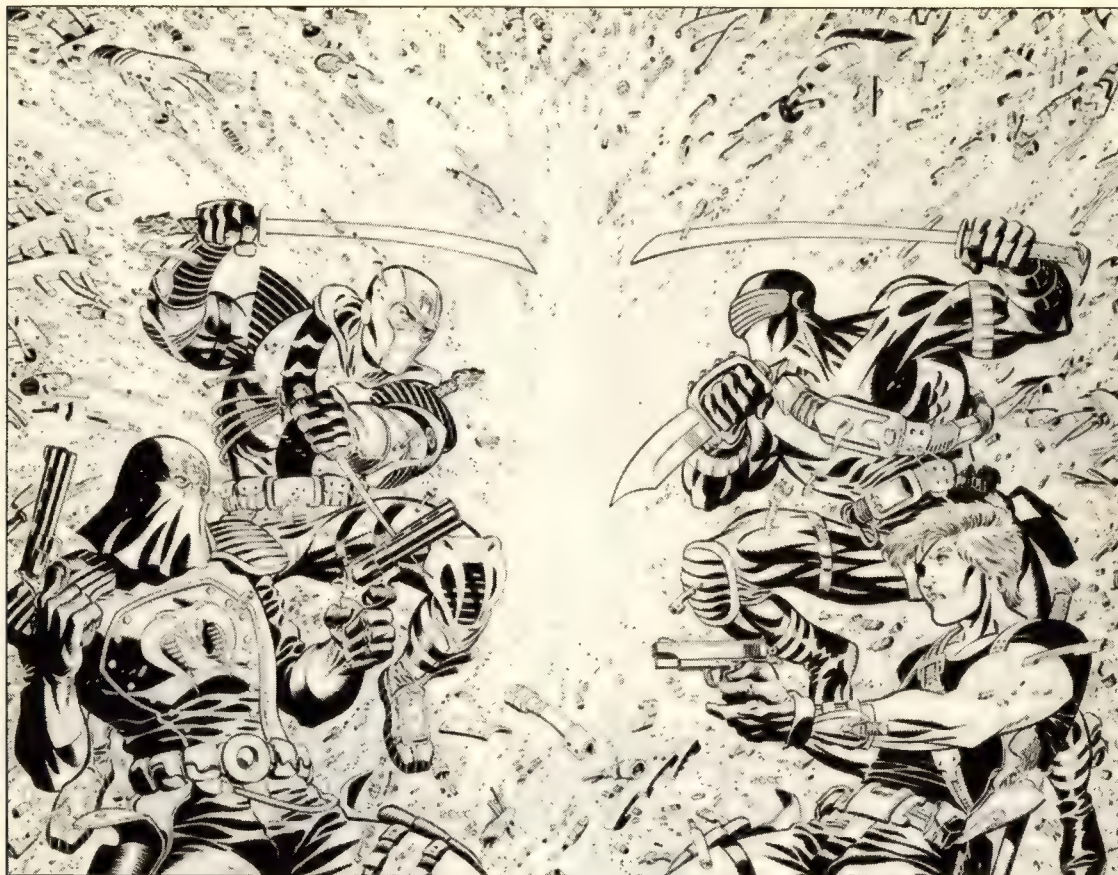


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NOT ONLY is Marvel's *G.I. Joe* cover artist Mike Zeck drawing the covers to issues #20-21 of the Image/Devil's Due revival of the title [see art above] but he is also making a return to sequential storytelling after more than five years. He is illustrating the second of those two issues. This silent story – a homage to Marvel's highly-regarded wordless #21 [1984] – features a battle between Snake-Eyes and Storm Shadow. Among other creators lined up to contribute to the action figure spin-off and its companion title, *G.I. Joe: Frontline*, in the coming months are writers David Mack, Paul Jenkins and Sean McKeever. Although the current contract between Devil's Due and toy manufacturer Hasbro, the *G.I. Joe* licence holder, prevents either title from being sold outside North America, *CI* understands that negotiations are currently under way to remove the relevant restrictions on distribution.

Chaykin gives DC Mighty Love

WHILE Howard Chaykin's name has not been totally absent from comics, it has mainly been seen in collaboration with co-writer David Tischman on projects drawn by other artists since *Power & Glory* in 1994.

"Chaykin's co-written lots of comics in recent years, like *American Century* and *Son of Superman*, but he hasn't had time to draw much because he was working on several TV series," explained Mike Carlin, vice president/executive editor, DC Universe.

Described by Carlin as Chaykin's best work since *American Flag*, *Mighty Love* is the writer/artist's first major solo project since he completed his four-issue *Bravura* miniseries.

Scheduled for release in the autumn, the 96-page DC hardcover chronicles the adventures of two urban-based superheroes.

By day, Delaney Pope – a beautiful, honest cop – and Lincoln Reinhardt, a crusading public defender, are natural adversaries. By night, they don the guises of Skylark and Iron Angel – and continue clashing, but after dark it is over their differing crime-fighting methods.

At constant loggerheads they may be, but they are also strangely attracted to one another.

"These two know each other in their professional lives," said Chaykin, "and they frequently find themselves on opposite sides of a witness box. They meet behind masks, and develop what ultimately evolves into a romantic relationship."

● Prior to *Power & Glory*, Chaykin's last major work was *Black Kiss*. A 12-parter, the infamous pornographic series was published by the now-defunct Vortex between 1988 and 1989.



In Brief

CHRIS Claremont and former *Soldier X* artist Igor Korday are working on a *Storm* four-parter for Marvel.

The currently unscheduled *X-Men Icons* miniseries is linked by Scott Hanna.

BRIAN Michael Bendis and Michael Avon Oeming are increasing the page count of *Powers* #30 from 32 to 40 without raising the cover price.

The \$2.95 Image comic – which ships on April 9 – features the conclusion of the *Sellout* storyline begun in #25.

SCOTT Kollins is quitting *The Flash* after two-and-a-half years drawing the series.

The artist – who joined writer Geoff Johns on the DC title in 2001 with #170 – is leaving after the \$3.50 #200, a 48-pager which ships in July. Replacing him is animator Alberto Dose, who previously drew *Spider-Man's Tangled Web* #22 for Marvel.

FINDER creator Carla Speed McNeil is joining Greg Rucka on the writer's black and white Oni series, *Queen & Country*. She is to illustrate a five-issue serial that begins on May 28 in the \$2.99 #16.

TYING in with his plans to relaunch *The Goon* at Dark Horse, Eric Powell has cancelled issue #5 of his Albatross Exploding Funny Bone title. Priced \$2.95, the black and white 24-pager was to have shipped in March.

THUNDERBOLTS has gained a reprieve.

The increase in orders which followed the announced change of direction has prompted Marvel to postpone the proposed hike in cover price set to take affect with #78. Solicited at \$2.99, that issue #78 – scheduled to ship on April 16 – will now retail at the previous price of \$2.25.

The *Fight Club*-style revamp began with issue #76, the first by the series' new creative team of John Arcudi and penciller Francisco Ruiz Velasco.

THE *Filth* and *New X-Men* writer Grant Morrison is to appear in a one-man show at the Institute of Contemporary Arts, The Mall, London SW1 on Friday, March 28.

Commencing at 7.00pm, *Grant Morrison in Conversation* is priced £6 (£5 concessions; £4 ICA members). For further details telephone 020 7930 3647 or log on to www.ica.org.uk

JUST two issues into their run as *Thor*'s regular art team, Ben and Ray Lai are taking a breather. Although solicited as being drawn by the brothers, issue #63 of the \$2.99 Marvel title is to be illustrated by Paco Medina. It ships on April 23.

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INDIE filmmaker Adisakdi Tandimedh creates his own band of superheroes – *The League of Science* – in a two-issue Elseworlds series. Set in 1876 at the beginning of the Industrial Revolution, the prestige format *JLA: Age of Wonder* is drawn by *The Ring of the Nibelung* inker Galen Showman whose cover to the second 48-page issue is shown above. Priced \$5.95, #1 ships on April 9.

The Thing spends a night on Yancy Street

DORK and Milk & Cheese creator Evan Dorkin is taking a break from his more usual humorous work to write Marvel's latest *Startling Stories* mini.

Illustrated by indie cartoonist Dean (Opposable Thumbs) Haspiel, who drew *Spider-Man's Tangled Web* #20, *The Thing – Night on Yancy Street* is a four-parter.

It covers a period of several days in the life of the *Fantastic Four*'s Ben Grimm, who, says Dorkin, meets the apparent girl of his dreams, but she ends up destroying his life and the lives of everyone around him. "We start issue one off with Ben standing in the middle of what used to be the Yancy Street district, and then go back to find out what led to the neighbourhood's destruction.

"The approach of the miniseries," Dorkin added, "is a sort of 'superhero noir', mixing elements of superhero and romance comics with those of crime fiction, only instead of guns everyone has superpowers.

"It's sort of a remix of Stan Lee and Jack Kirby, David Goodis' crime fiction, my own *Hectic Planet* doomed romance strips and Dean's heart-on-his-sleeve comics," he concluded.

Startling Stories: The Thing – Night on Yancy Street #1, priced \$3.50, ships May 28.



Above: A Dean Haspiel interior page from the first issue of *The Thing: Night on Yancy Street* four-parter.

"Die Hard in Salem Tower"

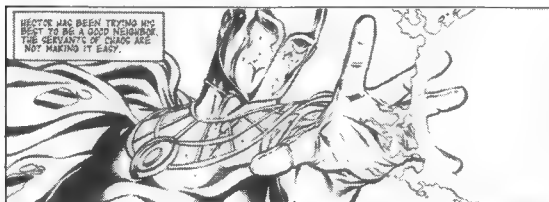
THE CURRENT incarnation of Dr Fate is to go solo in a six-part DC describes as "Die Hard in Salem Tower."

The third title to star the magical Golden Age hero, **Doctor Fate: The Curse** is written by Christopher Golden. Joining the former **Buffy the Vampire Slayer** scribe is penciller Don Kramer – a newcomer – and **The Power Company** inker Prentis Rollins.

The mini, which spins off

from events depicted in July's **JSA** #50, is set to debut in August.

"There's certainly destiny at play in **Doctor Fate: The Curse** in many ways," said Golden. "The villain of the piece is an absolute badass, a titanic evil demi-god who's been walking the Earth even longer than Nabu but whose past is connected to Nabu's. Let's just say, he and Nabu don't like each other very much."



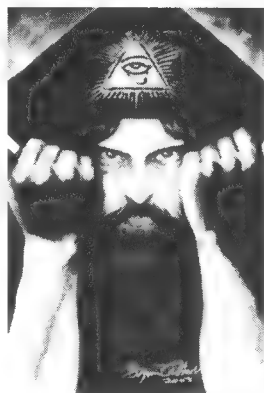
Above: Don Kramer art from *Dr Fate: The Curse*.

Alan Moore bio benefits charities

STRANGEHAVEN creator Gary Spencer Millidge is to publish a 272-page biography of writer Alan Moore with all his profits as well as creators' royalties going to aid Alzheimer's Disease charities.

To be released through Millidge's Abiogenesis Press, the 6x8½" **Alan Moore: Portrait of an Extraordinary Gentleman** is a tribute to the **Watchmen** co-creator on his 50th birthday.

Accompanying a 12-page biography written by Millidge are specially created comic strips, illustrations, essays, anecdotes, stories, poetry and personal recollections from



Moore's closest collaborators and high profile creators from all corners of the comics industry. Also featured in the softcover – which includes a colour section – is rarely seen work by Moore himself, previously unseen photographs, interviews, articles and more.

Among the many participating in the project are Neil Gaiman, Dave Gibbons, Kevin O'Neill, David Lloyd, Michael Moorcock, Eduardo Risso, Dave Sim, Dylan Horrocks and Will Eisner.

● The project is the brain-child of Italian comics guru smoky man. An Italian language version – published by Black Velvet Editrice – is tentatively scheduled for June.

Alan Moore: Portrait of an Extraordinary Gentleman, priced \$14.95/£10.99, ships in May.



Art from **Alan Moore: Portrait of an Extraordinary Gentleman** by David Lloyd (above) and Bryan Talbot (top).



IN THE wake of its **Battle of the Planets** month – April – **Top Cow** is to release another one-off tie-in with the animated TV series. Shipping in May, the 48-page \$4.99 **Jason** follows the youngster as he becomes involved with his parents' killers in a story bluntly titled **Hell**. Despite being scheduled, no artist has yet been assigned to the project which is written by **Battle of the Planets** regular Munier Sharieff and features an Alex Ross cover.

Ellis and Doran launch Orbiter

WITH a storyline that evokes memories of Nigel Kneale's *The Quatermass Experiment*, Warren Ellis and artist Colleen Doran's **Orbiter** is the story of a space shuttle that returns after disappearing for 10 years.

Other than a catatonic pilot, its crew missing, its instrumentation and engines have been upgraded and its fuselage now appears to be organic. The 104-page Vertigo hardcover follows three disenchanted members of NASA as they try to learn where the Venture has been, what happened to it and, most importantly, the whereabouts of the missing crew members.

● Doran is also working on **Reign of the Zodiac** with Keith Giffen for DC.

She told **CI**, "It concerns



Above: A Colleen Doran character sketch for **Orbiter**.

the twelve warring houses of the Zodiac and the politics and magics and nefarious goings on on this fantasy world."

Orbiter hardcover, priced \$24.95, ships on April 24.

CI #155 competition winner

IN **CI** #155, readers were offered the opportunity to win a copy of the original 1964 **Daredevil** #1. The response was phenomenal, our best since we offered all 13 cover variants of **Gen** #1 back in **CI** #65.

The winner, and instant envy of thousands, is **Jay Morse** of Chalk Farm, London. Ironically, he states his least favourite **CI** feature is our competition section. Presumably he'll change his opinion now!

Reader votes scored the ten most popular sections of **CI** #155 as:

- | | |
|---------------------------------------|---------------------------|
| 1 News International (20.5%) | 6 Networks (6.1%) |
| 2 Reviews (14.3%) | 7 Comment (5.4%) |
| 3 Daredevil movie feature (9%) | 8 Letters/Comic Cuts (5%) |
| 4 Advance Listings (8%) | 9 Sez Dez (4.7%) |
| 5 Q&A (6.2%) | 10 Frame to Frame (3.8%) |

While 21% of our readers said they didn't want any changes whatsoever, that they were happy with everything in the issue, the feature which scored the most votes as least popular in #155 was Novel Graphics spotlighting the work of Belgian creators Francois Schuiten and Benoit Peeters, with 12.3% of the votes.

In Brief

BUFFY the Vampire Slayer fans are to finally get to see the conclusion of Joss Whedon's futuristic take on his TV heroine.

Dark Horse has rescheduled the last two issues of the writer's **Fray** eight-part to ship on April 23 and May 21 respectively. Shipping over a year late, the \$2.99 comics – drawn by Karl Moline and Andy Owens – were originally solicited for February 20 and March 20, 2002.

WILDSTORM is cancelling **The Resistance** with #8.

Drawn by drawn by Juan Santacruz and Francis Portela, the last issue of the \$2.95 series written by Jimmy Palmiotti and Justin Gray ships on April 23.

SALVADOR Larroca is leaving **X-Treme X-Men** after the April-shipping #24.

He is to pencil **Namor**, which launches in April, replacing Mizuki Sakakibara, who had been announced as penciller of the series – Marvel's lead **Tsunami** title. Former **Soldier X** artist Igor Kordey is taking Larroca's place on **X-treme X-Men**.

ON SATURDAY, April 12th, London's French Institute is hosting a free roundtable on autobiographical comics.

It features L'Association co-founder Jean-Christophe Menu – author of **Livre de Phamille** – and Fabrice (Journal) Neaud from France together with Glenn (Abe) Dakin. The event, which commences at 3.00pm, is chaired by **CI**'s Paul Gravett.

For further details log on to www.institut-francais.org.uk

WHILCE Portacio is off **StormWatch: Team Achilles** and inker Scott Williams has left with him.

Beginning with issue #11 the new art team is to be newcomer C.P. Smith and Bill (New Mutants) Sienkiewicz. The \$2.95 DC/WildStorm **Eye of the Storm** comic ships on May 14.

TO BE published later this year, **JUDGE Dredd: Dredd vs Death** is the first in a series of 2000 AD tie-in novels to be published by Black Flame.

HITOSHI Tomizawa's **Alien 9** is CPM Manga's latest addition to its line of **Original Manga** trade paperbacks – published at 5¼x7½" in the Japanese right to left format.

Originally serialised in Akita Shoten's **Young Champion Comic** in 1999, the black and white comic tells of a young girl elected by her classmates to capture and eliminate the aliens invading her school.

Shipping on May 14, CPM's 224-page **Alien 9** Book One is priced \$15.95.

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Marvel UK's first title resurrected

Nostalgic news feature by
ROB KIRBY

IN A YEAR of many Marvel movie releases, **The Mighty World of Marvel** (MWOM) has just been re-released by Panini Comics, priced £2.40 for 76 colour pages. Behind its cover from **Daredevil** #220 (July, 1985), the joint stars of the comic are Daredevil and the Hulk.

This four-weekly incarnation echoes the original weekly MWOM launched in September, 1972. Initially featuring The Hulk, Spider-Man and the Fantastic Four, once Spidey had swung off into his own long-lived title, Daredevil took his place. The line-up then remained virtually static over the next three years. After issue 199, all that changed, as MWOM became an eclectic sponge title absorbing all

other failing Marvels. **The Avengers**, **Planet of the Apes**, **Dracula Lives**, **Fury** and **The Complete Fantastic Four** all eventually wound up there.

However in 1979, with the "Marvel Revolution" sweeping across the entire UK range, MWOM mutated into **Marvel Comic**, and soon split in two. Merging in part with **The Spectacular Spider-Man Weekly**, while stealing the Avengers out of that title, the comic reinvented itself as **Marvel Superheroes** – the first in a new wave of monthly titles released over the next few years. Most notable for the re-introduction of an all-new Captain Britain from issue 377, the title continued until issue 397 into the spring of 1983.

MWOM then resurfaced only a month later, having grown into a semi-colour monthly magazine. Although this second volume lasted just 17 issues, Captain Britain soon took over the lead spot after a merger with **The Daredevils**. In a first for Marvel UK, the comic went beyond providing a reader artwork page, creating **Marvel Showcase** to publish new strips by various up-and-coming talents. Beneficiaries of this largesse include Mike Collins and Mark Farmer. When MWOM ended in 1984 it seemed that it had breathed its last gasp, until now.

The new title's editor Scott Gray explained that MWOM will contain '80s Frank Miller DD material, backed up by vintage and recent Hulk reprints; thus providing material more closely matched to the feel of the upcoming **Hulk** film. And as the icing on the cake, Gray announced that **Ultimate X-Men** is to be the next new release, as a lead in to the upcoming **X2** film.



Above: The David Mazzuchelli cover to Panini's first **Mighty World of Marvel**.

Katy Keene creator dies

BILL Woggon died on March 2nd, at the age of 92. Born into a family of artists, the cartoonist was inspired to create **Katy Keene** as a tribute to George Petty's good girl art in **Esquire** magazine.

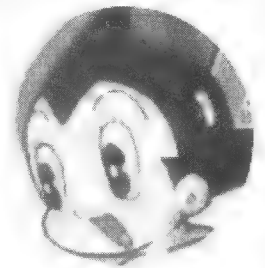
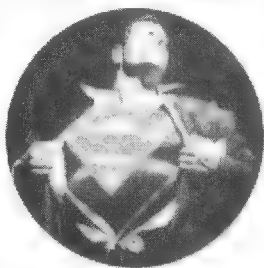
One of the most successful of the 1940s female humour characters, Keene first appeared as a backup in MLJ's **Wilbur Comics** #5 [1945].

A pioneer in the field of reader interaction, Woggon encouraged fans to send in their own designs for Keene's wardrobe. These he credited in her appearances in such other MLJ/Archie titles as **Pep**, **Suzie** and **Laugh** as well as **Wilbur**.

The first **Katy Keene** comic debuted in 1949. It was followed by two companion titles in 1955. Archie ceased publication of the series in 1961 but launched a reprint comic in 1983, which lasted until 1990.



Above: A Bill Woggon interior page from **Katy Keene Pinup Parade** #4 [1958].



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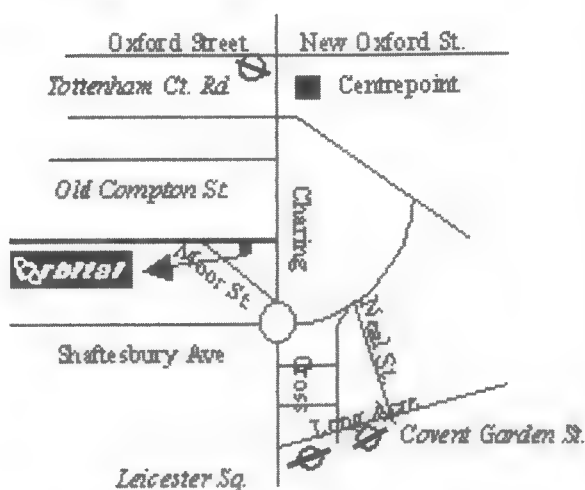
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Tintin & Snowy: A Boy and His Dog



Novel Graphics by Paul Gravett

Highlighting the latest and best in graphic novels

EVERY morning, millions of males put a dab of gel on their hair at the front and make a little quiff to give it a bit of lift and character. They might not realise where that look started, but they're actually turning themselves into the big-hearted blond reporter Tintin.

Like Magritte and the saxophone, Tintin is a Belgian original with universal appeal. While America was exporting costumed musclemen with super-powers to save the day, Belgium sent forth a spunky youngster in plus-four trousers with a dog called Snowy.

It's his dot-eyed ordinariness and open – almost blank – personality that have helped so many readers to imagine themselves in his shoes trotting the globe and righting wrongs.

His creator, Hergé, was only 21 when he packed the boy and his dog off on their first assignment to *The Land of the Soviets* in 1929 in the children's weekly supplement of a Catholic Brussels news-paper. Tintin soon grew so popular in his homeland that the following year thousands of his young readers flocked to the capital's railway station to greet him, played by an actor, returned from Russia.

Over the course of 54 years, Hergé would complete only 23 albums in all and leave a 24th unfinished. His body of work may not be huge by some standards, but 20 years since his death it still sells phenomenally in over 50 languages.

In 1992, French-language sales alone topped three million copies, and last year, finally, the series was officially published in China after years of pirated editions. But when *Tintin in Tibet* was translated

as *Tintin in Chinese Tibet*, Hergé's widow, Fanny Rodwell, who was close to the Tibetan people, insisted that the whole print run be pulped and replaced with the unaltered title.

Tintin first travelled to the New World on his third mission in 1931, but somehow his brand of multi-cultural awareness has never made his books click in America, where annual sales reach only 100,000 copies.

That may be not so much because Tintin is too European, but more because he is too much a citizen of the world.

All that could change with

Steven Spielberg closing a deal to direct a live-action movie version. Spielberg started this project going 20 years ago,



not long after Hergé's death, when he visited Brussels and was knocked out by Hergé's original artworks.

Unhappy with the scripts, Spielberg withdrew to the role of producer and François Truffaut, Jean-Jacques Beineix and in the end Roman Polanski were suggested as director. With little progress, the option lapsed by 1987, but now seems back on track.

So which album, or albums, should Spielberg adapt? There are some gems and frankly some disappointments, so here's a beginner's – and possibly a director's – guide.

The very first album, 1930's *Tintin in the Land of the Soviets*, exists only in a black-and-white facsimile edition, one of a series in English from Last Gasp. It's a period piece that can be enjoyed for Hergé's unrefined exuberance, unsubtle propaganda and to see the start of the character.

Of the other early albums, **Tintin in The Congo** is the worst, rife with the questionable values of its time, showing Africans as simpletons, animal life as expendable, and Tintin as the Great White Man bringing 'civilization'.

Tintin in America and **Cigars of the Pharaoh** get progressively better, but Hergé's first masterpiece was **The Blue Lotus** in 1934.

For this, Hergé met Tchang, a Chinese student one year his junior, who helped him create a much less stereotyped and more sympathetic portrayal of China under invasion from the Japanese. Hergé put Tchang into the story as a boy who is saved by Tintin and befriends him. From here on, Hergé thoroughly researched his locations and tried to ground Tintin in the real contemporary world.

The next five albums range from **The Black Island**, a popular romp set in Britain, and **King Ottokar's Sceptre** (the source of the British bookshop chain Ottakars' name), with its thinly disguised critique of Fascist leaders in *Mussler*, to **The Shooting Star**, whose lamentable anti-semiticism can still call Hergé's ideology into question.

His trio of two-parters are among his very best, allowing for more complex plotting and characterisation. **The Secret of the Unicorn** and **Red Rackham's Treasure** are a perfect jumping-on point as they reveal Captain Haddock's past and introduce the delightfully deaf Professor Calculus.

The South American tales (**The Seven Crystal Balls** and



Above: Tintin creator Georges Rémi (aka Hergé) who died in 1983.

Prisoners of the Sun) and moon-landing stories (**Destination Moon** and **Explorers on the Moon**) come equally recommended.

The rest of the series ranges from solid to sublime, apart from the tired final album.

If you read only one Hergé story, it must be **Tintin in Tibet**, his pinnacle, in which Tintin's search for the missing Tchang in the Himalayas mirrors Hergé's own life crisis and his failure to find the real Tchang. In fact, he did eventually locate him and they were reunited in 1981.

Other favourites are **The Castafiore Emerald**, an escalating comedy of errors set in Haddock's country house, and **The Red Sea Sharks**, a political exposé of gun-running and slavery.

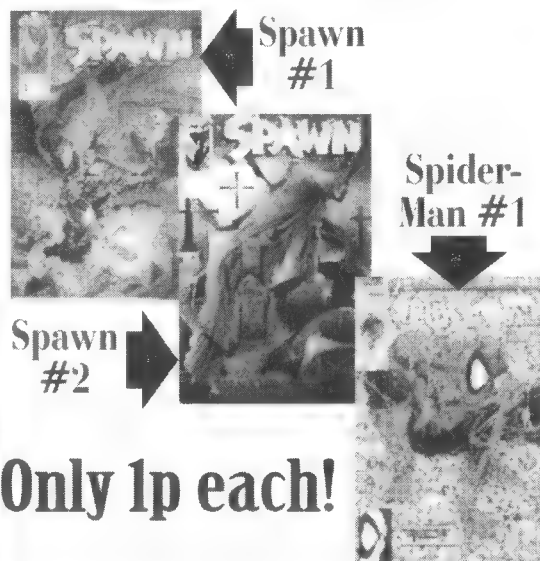
Tintin is 75 next year. Don't wait till the movie, and don't take Tintin for granted. It's definitely not just kids' stuff. It's human stuff and that's why, at its best, it's about as great as comics can get.



Above: Tintin, Snowy and their wide supporting cast from **The Castafiore Emerald** including (front left to right): Professor Calculus, Captain Haddock, The Thompson Twins and Bianca Castafiore.

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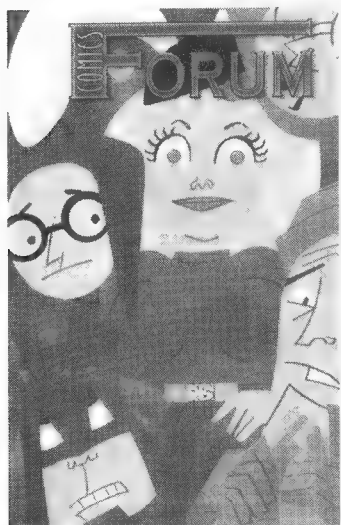
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Energy could make "as seen on TV" real for Kurt Busiek's Gorilla Superstar

Mike Conroy's Frame to Frame

Charting the latest news between films and comics



IT WENT almost faster than it came but Gorilla – the publishing cooperative formed in 2001 by Mark Waid, Karl Kesel, George Perez et al – might still leave one lasting legacy of its existence in the form of Kurt Busiek's **Superstar: As Seen on TV**.

Established as an independent company but eventually seeing the light of day as an Image imprint, Gorilla published such series as Waid and Barry Kitson's **Empire** – which is being revived in June as a DC title – Perez's **Crimson Plague** and Kesel and Tom Grummett's **Section Zero**. But it is the Busiek one-shot, illustrated by Wade Von Grawbadger and Stuart Immonen – the writer's partner on Gorilla's **Shock Rockets** – that has caught the eye of Energy Entertainment.

The literary management company is hungry for comics-related projects and has set up a property division dedicated to managing the film rights of comicbook titles. The division is already working on adaptations of **Legend of Isis** – the former Image/TidalWave series that is to be relaunched by Angel Gate later this year – and Future's **Freemind**.

Energy is also looking to set up

development of its new projects.

But all that aside, Busiek's **Superstar** seems perfect for the small – or big – screen treatment dealing, as it does, with the cult of celebrity. Superstar is so loved by his fans that they are willing to give him a fraction of their life-force, so that he can perform miraculous feats. Without their belief and support, Superstar would fade away, but that's not about to happen, given the hero's father, a media mogul who relentlessly keeps Superstar in the limelight, and also under his control.

Fame is power

"The crux of the character is that for him, fame is power – he's got to stay popular to stay powerful. The idea of a superhero who is at heart an idealist, but who has to 'sell' himself, has to maintain his popularity in order to maintain his power, makes for an involving and unusual basic character conflict."

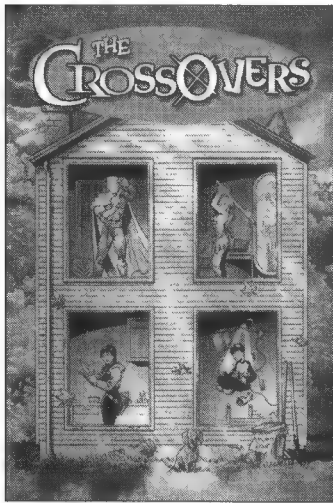
"Superstar's got interesting relationships, with his brother and his father that can strike a lot of sparks. So there's room for a lot of action and spectacle, but with a striking and unique character at the heart of it. I guess the high concept way of describing it would be that he's a Superman with the emotional conflicts of a Spider-Man," remarked Busiek when discussing the project.

"Plus, he's got a cool name and a snappy costume – though I expect the costume would wind up getting changed..." added the writer whose **Shock Rockets** has been optioned by Nelvana, the Canadian-based animation studio.

soon-to-be released titles from Roaring Studios – the fledgling Image imprint – as well as consultant on the



Above: Elektra (Jennifer Garner) and Bullseye (Colin Farrell) face off in a scene from the *Daredevil* movie directed by Mark Steven Johnson. Top: Kurt Busiek's **Superstar** as depicted by Stuart Immonen and Wade Von Grawbadger.



Above: The cover to *The Crossovers* #3; art by Mauricet and Ernie Colon.

Superhero reality TV, anyone?

Elektra lives

Avi Arad is on a roll. Not only does the Marvel Studios head have sequels to *Spider-Man*, *X-Men* and *Blade* (a third) in the pipeline but he's now developing a follow up to *The Hulk* before the public's seen more than a glimpse of the movie.

On top of that, the success of *Daredevil* has prompted a return of Ben Affleck to the role. It's also resulted in a spin-off with Jennifer (Alias) Garner resurrecting her – obviously not dead – Greek assassin character to star in an *Elektra* feature.

Neither *Daredevil 2* nor *Elektra* are likely to appear before 2005. They join a host over other Marvel projects in the pipeline including – deep breath – *The Punisher*, *Man-Thing*, *Deathlok*, *Fantastic Four*, *Iron Fist*, *Ghost Rider*, *Werewolf by Night*, *Doctor Strange*, *Namor*, *Silver Surfer*, *Iron Man* and *Prime* (the one-time Malibu/Ultaverse character).

While I feel Affleck was badly miscast in *Daredevil*, the movie was fun. If Arad can maintain at least the same entertainment level with all of these other projects, comicbook fans will be able to look forward to lots more happy hours in their local mega-plex in the next two-to-three years.

Millie the tennis player

But then there's always *Millie the Model*...

Arad is touting a movie featuring what is probably Marvel's longest-running non-superhero character while Marvel president Bill Jemas revealed the company wants to reach 15-year-old girls with its publishing programme and that it plans to do it via women's tennis.

Rather than create a brand new player from the ground up, Marvel reached into its archives. It intends to remould Millie – who debuted in her own title in 1945 as a precursor to today's real-life supermodels – as a 15-year-old tennis player in a book entitled *15 Love*.

Why? There's probably very

little, if any, brand recognition so why not just start again?

Forever Lee

And lest we forget Stan Lee, through his POW! Films, 'The Man' has struck a deal to bring one of his newest creations to the big screen.

He is to produce *Forever Man* with the new production house Idiom Films. Scripted by Pigeonholed's Luke McMullen, the movie is, said Lee, somewhat different from his previous superheroes. "It has to do with crime and punishment in the not-too-distant future and a unique way of punishing people who are menaces to society. It's a concept that hasn't been seen before, with tremendously interesting villains with unique powers."

West Wing of the Gods

Michael Usan has been working as hard for CG Entertainment – the former CrossGeneration Comics – as Arad has for Marvel.

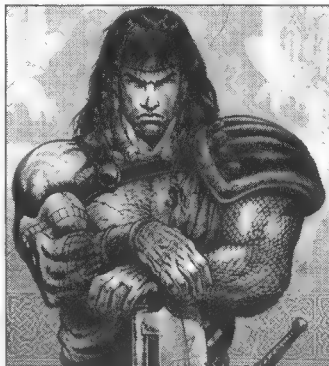
Through his Branded Entertainment, the *Batman* producer has got writer/director/producer Chuck (*The Scorpion King*) Russell developing *Way of the Rat* – likely to be the first CGE property to go into production – and *Scion* as movies and *Crux* for TV. In addition, while *Sigil* and *Mystic* were announced as television projects, both have been upgraded for development as features.

Also, *Back to the Future*'s Robert Zemeckis is producing *Route 666* for DreamWorks while Giant Robot Productions is planning a *Brath* movie and former Warner Bros studio chief Lorenzo di Bonaventura is to produce a big-screen version of *Negation*.

As if that wasn't enough, Davis Entertainment is on board for a live-action, prime-time TV series based on *The Crossovers* and New Line Television is developing *The First*, which Usan describes as "The *West Wing* of the Gods."

Illustrated Warriors

Finally, not only is *Back to the Future*'s Bob Gale scripting the animated *Meridian* but he's also penning *Illustrated Warriors*, a six-issue action thriller for CGE's Code 6. Also writing a Code 6 six-partner is Chuck Russell, whose *Metal Storm* is described as a sci-fi epic.



Above: From the cover to *Brath* #1; art by Andrea Di Vito and Brad Vancata.

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Compiled by Jim Hannah

The following are 32 page colour titles unless stated

ON SALE FROM

MAY 7

Dark Horse

Blackburne Covenant 2 (of 4; Fabian Nicieza & Stefano Raffaele) Author Richard Kaine is a newly minted Page 5 tabloid wonder boy – and he's got a murder rap to prove it! So while playing detective to clear his own name, Kaine also has to figure out who's shadowing him through the streets of New York – and why those streets have started to look very different to him. \$2.99

Intron Depot 3: Ballistics (Masamune Shirow) Features a treasure trove of full-colour illustrations featuring high-calibre treatments. Includes presents alternate takes on the main image, presenting different colour combinations, daytime/night-time versions etc. Mature. 128pg \$4.95

Oh My Goddess! Mystery Child (Kosuke Fujishima; tpbk) When the Almighty calls to summon Beilandy's goddess sisters, Urd and Skuld, back home to investigate a problem with the universe's time management programme, it can only mean one thing: college boy Keiichi's alone with Beilandy at last! 272pg b&w \$18.95

Oh My Goddess! 97: The Phantom Racer Part 2 (of 4; Kosuke Fujishima) Motorcycle mania has got the best of Megumi, Keiichi's little sister. Driven to be the best biker around, she decides to test her skill against the Phantom Racer, a ghostly motorbike apparition that sometimes appears on a dark stretch of country road. b&w \$2.99

Star Wars: Empire 9 (Darklighter 2 of 4; Paul Chadwick & Doug Wheatley + Chris Chuckry) As a newly commissioned officer in the Empire, Biggs Darklighter is assigned to the frigate Rand Ecliptic. In his new post he learns that expediency is preferable to honesty, and that the deaths of innocents is an acceptable price to pay for covering one's mistakes. \$2.99

new Tony Millionaire's Sock Monkey: Title! 1 (of 2; Tony Millionaire) The Sock Monkey and Mr Crow are dismayed to learn that Inches has taken a pet. The problem is that she has caught a seahorse and has hitched it up to her toy stagecoach. The seahorse isn't feeling too well. b&w 24pg. \$2.99

DC Comics

100 Bullets 44 (Brian Azzarello & Eduardo Risso; Vertigo) Forced to deal with a psychotic thug looking for some lethal payback and a vicious guard with a chip on his shoulder, things go from worse to worst for Loop when he comes face to face with an animal

more savage than anything he's come across behind bars. \$2.50

21 Down #9 (Jimmy Palmiotti & Justin Gray & Jesús Saiz & Palmiotti) In their frantic search to find a missing girl, Mickey and Preston come face to face with the legendary war hero Hank Champion. What horrifying secrets drove America's most famous soldier into retirement, and will they survive the experience? \$2.95

Action Comics 803 (Joe Kelly & Pascual Ferry + Cam Smith) Superman returns from the sun, ready to declare war on those plotting against America. \$2.25

The Authority Vol 2 #1 (Robbie Morrison & Dwayne Turner + Sal Regla; WildStorm) Mysterious series of attacks is launched against major population centres across the world and the Authority rushes to the scene, containing the assault in classic style. \$2.95

Batman: Nevermore 2 (of 5; Len Wein & Guy Davis; Elseworlds) Poe's discovery of the mysterious Batman prowling the murder scenes brings a new twist to an already twisted tale. \$2.50

Detective Comics 782 (Ed Brubaker & Jason Hall & various) Batman's in a desperate race to stop the Charlatan. They finally meet at Arkham Asylum, where the Dark Knight and Jim Gordon must save their old friend Harvey Dent from the monster he created. 40pg \$2.75

Doom Patrol 20 (John Arcudi & Rick Geary) Behind the scenes at the production offices of the Doom Patrol television series, a lone fact-checker launches a campaign to make the imaginary TV adventures closer to the real thing. \$2.50

Green Arrow 25 (Black Circle: Urban Knights 5 of 6; Ben Raab & Charlie

Adlard) The Mafia will shoot anything that moves! The intergalactic menace of the Black Circle will kill anyone without remorse! And the police have their backs against the wall! \$2.50

Harley Quinn 32 (A.J. Lieberman & Steve Yeowell) Bishop, the cop who's sworn to take down Harley for killing his partner, has unknowingly met her under her fake civilian guise of psychiatrist Jessica Seaborn. Now, Harley has accepted a date with this not-so-fine example of Gotham's finest. \$2.50

Hawkman 15 (Geoff Johns & Rags Morales + Michael Bair) Shayera Thai, the Thanagarian Hawkwoman, returns to the world of Hawkman. But her motives for seeking out Carter and Kendra aren't exactly well-intentioned. \$2.50

one-shot The House on the Borderland (adap. Simon Revelstroke; William Hope Hodgson & Richard Corben; Vertigo) The classic tale of supernatural paranoia and occult horror is presented in a stunningly illustrated softcover edition of the original hardcover graphic novel. 96pg. \$19.95

new JSA: All-Stars 1 (of 8; David S. Goyer & Geoff Johns & Sal Velluto + Bob Almond) The entire team is in jeopardy, and only by going off on their own can they tackle the enemy within their midst. \$2.50

Justice League Adventures 19 (Michael Bernard & John Delaney + Rick Burchett) Green Lantern takes centre stage in a story that finds a young child in control of the most powerful weapon in the universe as he tries to find out *What's in a Hero*. \$2.25

Justice League of America Archives Vol 8 (Gardner Fox + Dennis

O'Neil & various; hbk) Reprints Justice League of America #61-66 and #68-70. 240pg \$49.95

LooneyTunes 102 (various) Featuring a tale of Coyote and Roadrunner, a neighbourly feud between Porky Pig and Yosemite Sam, and a plan by Marvin the Martian's that gives Bugs the chills. \$2.25

Robotech 6 (Tommy Yune + Jay Faerber & Long Vo + Studio XD) The Armor 1 space platform has been hijacked by Anti-Unification Forces, and it's up to Roy Fokker – at the controls of an experimental Veritech – to save the day. Variant cover. \$2.95

new Vertigo Pop! Bangkok 1 (Jonathan Vankin & Giuseppe Camuncoli + Shawn Martinbrough; Vertigo) One couple's vacation plan to salvage their damaged relationship becomes more of a quest to save two young Thai prostitutes from a life of crime and abuse. \$2.95

Marvel

Alias 22 (The Secret Origin of Jessica Jones 1 of 2; Brian Michael Bendis & Michael Gaydos + Matt Hollingsworth; MAX Comics) Ever wonder how the most enigmatic character in the Marvel Universe got her powers? Well, wonder no longer, it all begins here. Mature readers. \$2.99

The Call 2 (Chuck Austen & Patrick Olliffe) The everyday heroes of the Marvel Universe have been changed forever – but are their new-found abilities a blessing or a curse? \$2.25

Captain Marvel 9 (Coven 1; Peter David & Ivan Reis) Is Captain Marvel's

new partner a serial killer who wants Rick Jones dead? \$2.99

Daredevil Legends Vol 4: Typhoid Mary (Ann Nocenti & John Romita Jr) John Romita Jr draws Daredevil in a story arc that introduced one of his most lethal and insane foes, Typhoid Mary, who makes her return to the pages of DD in this month's Daredevil #47. Collects Daredevil (Vol 1) #254-257, #259-263. 224pg \$19.99

Elektra 23 (Robert Rodi & Sean Chen + Tom Palmer; Marvel Knights) Assassin Elektra is seen through the eyes of her next victim, taking you on a journey through a dying man's last day. Well, his last day if Elektra has her way... \$2.99

Exiles 26 (Hard Choices 1; Chuck Austen & Clayton Henry + Mark Morales) Is this the return of Magik? Guest writer Chuck Austen and new monthly artist Clayton Henry join the Exiles as they are forced to recover from the loss of one teammate and deal with the arrival of a new one. \$2.99

one-shot Marvel Universe Roleplaying Game Guide Hardcover (various) A bit of diversification from the Marvel bods. Spider-Man, the X-Men, Daredevil, Elektra and the rest of the Marvel Universe are featured in this role-playing game. 128pg \$24.99

Sentinel 2 (Salvage 2; Sean McKeever & Udon) Boy meets robot – but will he survive the encounter? \$2.99

Spider-Girl 60 (Tom DeFalco & Ron Frenz) \$2.99

Ultimate Spider-Man 40-41 (Brian Michael Bendis & Mark Bagley + Art Thibert) Peter asks the question: What's a superhero without his costume? \$2.25

Uncanny X-Men 423 (Holy War 1 of 2; Chuck Austen & Ron Garney + Mark Morales) The X-Men team leader faces his inner demons as he discovers a dark secret about his past. \$0.25

new Wolverine 1 (Greg Rucka & Darick Robertson) Marvel's most popular mutant gets a stunning new direction in this special relaunched ongoing series. \$2.25

new Wolverine: Snikt! 1 (Tsutomu Nihei) A new, fast-paced, high-octane limited series. Alone in a barren wasteland inhabited by robotic, parasitic organisms, the X-Men's most lethal member devolves further and further into his true, savage, berserker state with each battle. \$2.99

new Wolverine/Doom 1 (Peter Milligan & Darwyn Cooke) An unlikely coupling. \$2.99

X-Treme X-Men 25 (God Loves, Man Kills 1 of 4; Chris Claremont & Salvador Larroca) It's the return of Stryker – but will the X-Men be against him or forced to fight by his side? \$2.99

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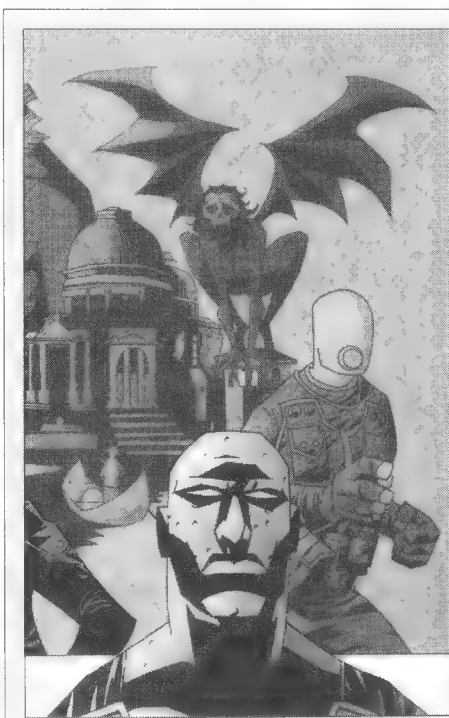
MAY 14

Dark Horse

one-shot B.P.R.D.: The Soul of Venice (Michael Avon Oeming & Miles Gunter + Mike Mignola) See Close-Up, left.

new Criminal Macabre 1 (of 5) (Steve Niles & Ben Templesmith) Recently relocated to Los Angeles, investigator of the weird Cal McDonald finds himself in police custody, implicated in a case involving the elite of LA Hollywood types are rubbing elbows with vampires and werewolves, and things even weirder. \$2.99

The Devil's Footprints 3 (of 4; Scott Allie + Paul Lee & Brian Horton + Dave Stewart) As his girlfriend lies in bed



close-up

B.P.R.D.: The Soul of Venice

Dark Horse Comics

Writer: Michael Avon Oeming

Artist: Miles Gunter + Mike Mignola

Something's wrong with the water in Venice; something so unusual that the Bureau for Paranormal Research and Defence has come to investigate it. Exploding statues of a local goddess lead them to the haunted mansion of an ancient vampire, and a grand marquis of Hell. \$2.99

ON SALE MAY 14

recovering from wounds received while channelling an unidentified spirit, Brandon Waite, ready as he'll ever be to confront the sinister secrets of his family, conjures a demon in her house.\$2.99

Grendel: God and the Devil 4 (of 10; various) The political chess match between depraved Pope Innocent XLII, corporate investigator Orion Assante, and the madman wearing the mask of Grendel reaches a new level, as each man continues to turn the screws on the others.\$3.50

Kiss 10 (Scott Lobdell & Mel Rubi) When the multinational conglomerate that created Christine 16 decides she must be destroyed, it's up to Kiss to protect her. Increasingly uncertain of their own humanity, The Demon, The Star Child, The Beast King and The Celestial, realise defending Christine 16 is going to be a challenge like nothing they've faced before. Photo variant.\$2.99

Lone Wolf 2100 #9 (Mike Kennedy & Francisco Ruiz Velasco) Wrapped in the talons of Cygnat Owari's Inner Security, Itto must rely on not only his physical strength, but the strength of will he has honed during his many months in flight.\$2.99

DC Comics

Adventures of Superman 616 (Joe Casey & Derek Aucoin) Superman's struggle to save Heroville reaches a startling conclusion. The Man of Steel falls under the grip of the Hollow Men, who are trying to make everything generic. Their next target: Earth! \$2.25

American Century 24 (Howard Chaykin & David Tischman & John Severin; *Vertigo*) Introducing Harry Kraft's great-grandfather – an Eastern European immigrant who takes on an evil Kansas land baron to help save a little house on the prairie.\$2.75

Aquaman 6 (Rick Veitch & Sal Velluto & Bob Almond) The Thirst launches his onslaught against the world's river spirits, leaving Aquaman caught between his duty to save Atlantis and his new role as Waterbearer!\$2.50

Batgirl: Year One 6 (Scott Beatty & Chuck Dixon & Marcos Martin & Alvaro Lopez) Commissioner Gordon's been kidnapped, and it's up to the future Birds of Prey to get him back in one piece! \$2.95

Batman: Legends of the Dark Knight 167 (*Don't Blink* 4 of 4; Dwayne McDuffie & Val Semeiks & Dan Green) The government agency that once employed Blink desperately wants him back – the ability to see through other people's eyes is too great an asset to pass up.\$2.50

Blood and Water 3 (Judd Winick & Tom Coker; *Vertigo*) It's all about sex for Adam, who's living it up on the wild side of his undead life, with fringe benefits that are to die for. Every night is an orgy, and Adam can't get enough. But something hungry, old, and terrible is lurking just out of sight. Ain't it always the same.\$2.95

Fables 13 (Bill Willingham & Lan Medina & Craig Hamilton; *Vertigo*) Bigby and his motley crew don matching black skullcaps and break into a ritzy building to stop a ruthless reporter from revealing their identities to the tabloids.\$2.50

Gen¹³ 9 (Chris Claremont & Ramon F. Bachs; *WildStorm*) The last thing Caitlin Fairchild ever expected in life was a walk down the aisle, dressed all in white. But she's found the man of her dreams. The Gen¹³ team couldn't be happier for her until they discover that Caitlin's trip to the altar could end in the morgue.\$2.95

Gotham Central 7 (Greg Rucka & Michael Lark) Renée Montoya's deepest secret has become public

knowledge, plunging her personal and professional life into chaos. Her relationship with her fellow detectives is irrevocably altered, especially her partnership with Allen!\$2.50

Green Lantern 164 (Judd Winick & Charlie Adlard) Green Lantern and Green Arrow are trapped aboard the Black Circle's mothership. Ordinarily that wouldn't be a problem, but Kyle doesn't have his ring and Ollie's being, well, Ollie.\$2.25

one-shot Hellblazer: Freezes Over (Brian Azzarello & Marcelo Frusin & Guy Davis; *Vertigo*; tpbk) Reprinting issues #157-163 of the series, *Hellblazer: Freezes Over* collects the storyline illustrated by Marcelo Frusin as well as the one-shot illustrated by Steve Dillon and the two-part *Lapdogs and Englishmen* illustrated by Guy Davis. 168pg.\$14.95

H-E-R-O 4 (Will Pfeifer & Kano) Despondent over the catastrophe he caused trying to save the day, Jerry Feldon decides to use the H-E-R-O device to end it all. Will his salvation come from the most unexpected source possible?\$2.50

new Human Defense Corps 1 (Ty Templeton & Clement Saue Jr) The Corps is a standing force of 10,000 highly trained soldiers equipped with the most cutting-edge weaponry available. The series follows a young man on his two-year tour of duty: from boot camp to campaigns on Apokolips, the Moon and Hell itself.\$2.50

Hunter: The Age of Magic 23 (Dylan Horrocks & Richard Case & Steve Bird; *Vertigo*) Every painting in the entire city is now entirely real. They've become gateways to other worlds. Now you can wander the streets of Canaletto's Venice, cool your heels in Monet's garden, or go dancing with Degas' ballerinas.\$2.75

one-shot JLA: The Obsidian Age Book One (Joe Kelly & Doug Mahnke & Mark Propst) Collecting the first half of the *Obsidian Age: The Hunt for Aquaman* saga from JLA #66-71! 160pg.\$12.95

JSA 48 (David S. Goyer & Geoff Johns & Leonard Kirk & Keith Champagne) Mordru, Obsidian and Eclipso have begun their attack, and the JSA is scattered. Within the Shadowlands, Star Spangled Kid and Captain Marvel are on a quest to find a fallen teammate, but they'll encounter more enemies than allies.\$2.50

one-shot The Many Worlds of Tesla Strong (Peter Hogan & Alan Moore & various; *America's Best Comics*) Join Tesla Strong as she hops from one dimension to the next in search of her simian pal Solomon. Variant cover. 64pg.\$5.95

Nightwing 81 (Devin Grayson & Rick Leonardi & Jesse Delperdang) Nightwing's been shot! With our hero out of commission, it's up to Batgirl to track Deathstroke the Terminator through the streets of Blüdhaven. \$2.25

The Power Company 16 (Kurt Busiek & Tom Grummett & Prentiss Rollins) Change is in the air as two members quit and the Power Company gets a new administrator.\$2.75

Scooby-Doo 72 (Robbie Busch & Brett Lewis & Scott Neely, Karen Matchette & Dan Davis) A meddling ghost is really angry with a TV psychic... and so is everyone else!\$2.25

Stormwatch: Team Achilles 11 (Micah Ian Wright & C.P. Smith; *WildStorm*) After a tumultuous year, Team Achilles takes a breather to honour a marriage among its ranks.\$2.95

Superman & Batman: Generations III #5 (John Byrne; *Elseworlds*) As civilisation finally begins to recover from

Lex Luthor's greatest weapon, the life of Bruce Wayne's son's will be changed by words his mother spoke to him some 300 years ago.\$2.95

new The Titans/Young Justice: Graduation Day 1 (of 3; Judd Winick & Ale Garza & Trevor Scott) A mysterious conglomerate offers to sponsor the Titans and Young Justice, but will either team take the offer? \$2.50

Marvel

411 #2 (Bruce Jones & Sean Phillips & Brian K. Vaughan & Leonardo Manco) More inspirational stories, paying tribute to world's least-heralded heroes – peacemakers.\$3.50

Black Panther 59 (*Ascension* 1; Priest & Patrick Zircher & Norm Rapmund) Beginning a new story arc featuring Kasper Cole, the new Black Panther.\$2.99

Captain America 13 (*Ice* 2 of 5; John Ney Rieber & Chuck Austen & Jae Lee; *Marvel Knights*) Captain America learns everything about this past, his memories, and himself, may not be what it seems.\$2.99

new Domino 1 (Joe Pruett & Brian Stelfreeze) New pizza-delivery series.\$2.50

Human Torch 2 (Karl Kesel & Skottie Young) Johnny Storm's biggest mistake comes back to haunt him.\$2.50

Incredible Hulk 54 (Bruce Jones & Mike Deodato Jr)\$2.25

Iron Man 68 (*Manhunt* 4 of 5; Robin Laws & Michael Ryan & Sean Parsons) On the run, Tony Stark finally confronts the mastermind who framed him. \$2.99

Marvel Universe: The End 5 (Jim Starlin & Starlin & Al Milgrom) The finale of the Marvel Universe continues. \$2.99

New X-Men Vol 4: Riot at Xavier's (Grant Morrison & Frank Quitely & Keron Grant) Professor Xavier's School for the Gifted is a sanctuary, a safe haven for oppressed mutant youth. But the unimaginable happens when a student reinvents himself as Kid Omega and decides to take over the school. Collects New X-Men #134-138. 128pg. \$11.99

Punisher 26 (Garth Ennis & Tom Mandrake; *Marvel Knights*)\$2.99

Ultimate X-Men 33 (Mark Millar & Adam Kubert & Danny Miki) All questions are answered and all fates determined in the final chapter of *The Return of the King*.\$2.25

new X-Men: Phoenix 1 (Ryan Kinnaird) When the mysterious Sword of Limbo is stolen by a rival family, can sisters Jena & Maddy put their differences aside to reclaim the family heirloom?\$2.99

X-Men Unlimited 47 (Adam Warren & Rick Mays & John Layman & Dan Norton) The Return of Psylocke. A blast from the past as the X-Men's sexy psychic ninjas fly solo.\$2.50

ON SALE FROM

MAY 21

Dark Horse

Ghost in the Shell 2: Man-Machine Interface 6 (of 11; Masamune Shirow) Chroma, one of super-cyber agent Motoko Aramaki's cyborg surrogate operatives, has a little problem. She's not sure whether she's in the real world or inside a game.\$3.50

Judge Dredd/Aliens: Incubus 3 (of 4; John Wagner & Andy Diggle & Henry Flint) After a deadly battle in Mega City One's General Hospital, Judge Dredd and the special extermination unit, the Verminators, bury their dead and

Illuminations



Highlights from May's releases

Selected by Martin "Biff" Avera

Mike Mignola has always had the touch of gold as far as sales are concerned, be it on his own work or for other titles. The upcoming set of bimonthly one-shots from Dark Horse based around his **B.P.R.D.** should prove to be strong sellers once again. His input here is limited to writing, but his lineup of artists is so strong that this should not affect its success in the slightest. **B.P.R.D.: The Soul of Venice** with art by Michael Avon Oeming and M. Gunter will definitely sell, so don't overlook it. **Sales 4/5 Quality 5/5**

My personal favourite for the whole month – also from Dark Horse – is **Tony Millionaire's Sock Monkey #4**. The story centres around Sock Monkey, Mr Crow and an attack from sea creatures intent on rescuing a seahorse that is being used to pull Inche's stagecoach, so you can see this is a pretty surreal story. It draws on our childhoods, reminding us of long-past innocent days, but is truly adult in its appeal. This is a true gem which, once shown to open minded comics readers, hooks them forever. Sales of the trade paperbacks continue month in month out and I expect this series to be the best yet. Retailers and readers: miss this and you miss one of the reasons why comics exist. **Sales 5/5 Quality 5/5**

Can it be done a second time? Can **The Authority Volume Two** compete and beat Volume One? Robbie Morrison made a good start with his **The Authority: Scorched Earth** one-shot, so the omens are positive, especially with art by Dwayne Turner and Sal Regla. The first volume had a compellingly strong story that moved at such a pace it sometimes left you out of breath. If this series can come anywhere near that then I'm on board for the first 10 issues at least. I expect this to be DC's second best-selling title this month. Top title is still **Batman** of course, with sales growing each month. **Sales 5/5 Quality 5/5**

Marvel is cranking up the heat with yet more new series. Fortunately, this month's look more appealing than last month's limp biscuits. **The Inhumans** last two miniseries sold very well, but then Jae Lee had a hand in those. But this time we have Sean McKeever scripting with M. Clark on art. The title is part of Marvel's Tsunami line, but the art hardly looks to fit the bill; it's too mainstream. So why Tsunami? And why ongoing? I see this as a medium seller and give it about 16 issues. **Sales 3/5 Quality 3/5**

Pick of the Marvel crop has to be the relaunch of **Wolverine**, especially as Greg Rucka (**Queen and Country**) will be scripting with Darick Robertson (**Fury**) on art. But why Marvel felt a relaunch was necessary is beyond me. Sales over the last year had, at least for me as a retailer, been slowly increasing. However, as it does not have any other strong related launch to capitalise on the predicted success of **X-Men 2** there could be logic in this madness. **Sales 5/5 Quality 5/5**

Anyone remember **New Mutants**? The title that launched Cable and Rob Liefeld returns as part of the Tsunami line with slightly manga-esque art. Apart from the fact that the 'old' New Mutants are going to teach a new generation of mutants there is not a lot I can tell you, except that I see medium sales. **Sales 3/5 Quality 3/5**

Now that Paul Grist has moved his **Jack Staff** title to Image interest in his work has increased ten fold. This is most probably the reason he is reissuing **Burglar Bill** under his own Dancing Elephant Press imprint. A truly British story about a rookie constable trying to catch a burglar, but not any old burglar, it's Burglar Bill. Don't overlook this little gem and I would expect it to sell well if racked near his **Jack Staff** Image release. **Sales 3/5 Quality 5/5**

With 21 years of comic retail experience as *Ace Comics*, *Biff* also produced his **Illuminations** monthly fanzine for 19 years before moving it to the web.

reorganise to fight a possible city-wide infestation of the bloodthirsty, acid-filled Aliens. \$2.99

one-shot Ripley's Believe It Or Not (Haden Blackman & Cary Nord + Mark Lipka; tpbk) Collects a series of short stories examining the mysterious disappearance of people down through history in *Into Thin Air*. 80pg b&w. \$9.95

Star Wars: A Long Time Ago... Volume 6: Wookie World (various; tpbk) Collects issues #82-95 of the original Marvel run, taking place after *Return of the Jedi*, as our beloved Star Wars gang establishes a base of leadership for their newly freed galaxy on the planet Endor. 360pg. \$29.95

Star Wars: Republic 54 (John Ostrander & Jan Duursema + Dan Parsons) Sent undercover by the Jedi Council to spy on the Separatists, the Council now fears that Quinlan Vos has gone too deep. Is he still an agent for the Republic, or has he turned traitor? \$2.99

DC Comics

new Arkham Asylum: Living Hell 1 (of 6; Dan Slott & Ryan Sook) Examining the dark underbelly of Gotham's notorious House of Madness. Warren White, one of Gotham's most successful financiers, thought he could beat his gaol rap by pleading insanity. Now he's finding out why you don't cop an insanity plea in Gotham! \$2.50

Batgirl 40 (Dylan Horrocks & Adrian Sibar + Andy Owens) Babs thought taking Cassandra on an ocean cruise would be the perfect diversion from crime-fighting. But not only is the mysterious metahuman known as Black Wind on board – so is a dirty businessman and his mammoth bodyguard, Ludo. \$2.50

Batman: Gotham Knights 41 (Scott Beatty + Alex Garland & Toby Cypress + Sean Phillips) A designer drug has hit the streets of Gotham, reducing scores of victims to boneless piles of goo. 40pg. \$2.75

Beware the Creeper 2 (of 5; Jason Hall & Cliff Chiang; Vertigo) What begins with a simple jewel theft quickly escalates to an outrageous crime of a more repulsive nature, as the sexy and mysterious Creeper begins to make the aristocracy pay for its sins. \$2.95

Birds of Prey 55 (Gilbert Hernandez & Casey Jones + John Beatty) Twag is back, crazier than ever and with only one thing on his mind: killing Barbara Gordon. Can Metamorpho save the day? \$2.50

Green Arrow 26 (*Straight Shooter* 1 of 6; Judd Winick & Phil Hester + Ande Parks) Green Arrow has always been a man of the people, but now he has to prove it. Little does he know that he has to prove it against a three tonne ogre. \$2.50

JLA: Scary Monsters 3 (Chris Claremont & Josh Hood + Sean Parsons) The JLA combats an ancient evil hellbent on devouring humanity. But as they defend a small group of civilians from a fate worse than death, they're sealed off from the outside world by an apocalyptic ice storm. \$2.50

one-shot The League of Extraordinary Gentlemen Book One (Alan Moore & Kevin O'Neill; America's Best Comics; tpbk) The adventures of Mina Harker, Allan Quatermain, Captain Nemo, the Invisible Man, Dr Jekyll and Mr Hyde. 192pg. \$14.95

Lucifer 38 (*Naglar* 3 of 5; Mike Carey & Peter Gross + Ryan Kelly; Vertigo) While Lucifer and Michael seek to decipher God's grand plan, the crew of the Naglar battle on through the realms of the dead – to encounter both a deadly, two-pronged trap and a terrible

revelation about one of their own number. \$2.50

The Powerpuff Girls 38 (Jennifer Moore + Sean Carolan & Phil Moy) The Girls' favourite cartoon heroine, Tess Turbine, comes to town – but so does trouble, when the Girls decide to let their superstar visitor try to save the day. \$2.25

Promethea Book Three (Alan Moore & J.H. Williams III + Mick Gray; America's Best Comics; tpbk) Featuring the first half of a cosmic road trip (reprinting issues #13-18) this volume finds Promethea and Barbara travelling an unlikely, but not necessarily unimagined, path. \$14.95

Robin 114 (Jon Lewis & Pete Woods + Andrew Pepoy) Robin's investigation of gunrunners in Gotham City has led him to the backwoods of Pennsylvania and a mysterious cult with a very sinister secret. \$2.25

Robotech: The Macross Saga Vol 2 (Jack Herman & various; tpbk) Reprinting the original Comico adaptation of the TV series, this volume contains issues #7-12. As the battle continues, Minmay find success in the first Miss Macross Contest, while Rick, Lisa and Ben find themselves unwitting captives of the Zentradi. 176pg. \$14.95

Sleeper 5 (Ed Brubaker & Sean Phillips) Undercover agent Holden Carver's job has gone from ugly to catastrophic, and he wants out. But the only person who knows he's really on the side of the angels is in a coma; to the rest of the world he's the ultimate traitor. \$2.95

Smallville 2 (Mark Verheiden + Clint Carpenter & Renato Guides + Tom Derenick) Trouble's brewing at the Miss Smallville Pageant. Contestants are being terrorised, and it's up to Clark and Lana to get to the bottom of it! 48pg. \$3.50

Superman: Metropolis 4 (Chuck Austen & Danijel Zezelj) A housewife in Metropolis thinks she has a direct channel to God: her TV set. And she's willing to do whatever He asks her to do. \$2.95

T.H.U.N.D.E.R. Agents Archives Vol 2 (various; hb) The team of super-technology-powered policemen returns in a second Archives volume reprinting T.H.U.N.D.E.R. Agents #5-7 and Dynamo #1, with a new introduction by film producer Michael Uslan. 224pg. \$49.95

Thundercats: The Return 4 (Ford Lytle Gilmore & Ed Benes + Joe Pimentel; WildStorm) Wilykat is finally reunited with his former comrades. Utilising his knowledge of Mumm-Ra's Pyramid, he will lead Lion-O and the other heroes into battle against their arch-enemy's forces... but will they be strong enough to overcome the immense obstacles before them? Variant cover. \$2.95

one-shot Transmetropolitan: Dirge (Warren Ellis & Darick Robertson + Rodney Ramos; Vertigo) See *Close-Up*, below.

Wonder Woman 192 (Walter Simonson & Jerry Ordway + P. Craig Russell) *The Game of the Gods* heats up as Wonder Woman faces off against a goddess – one who shouldn't even exist! \$2.25

Y: The Last Man 11 (Brian K. Vaughan & Pia Guerra + José Marzan Jr; Vertigo) Yorick Brown is the last man on Earth, but is he the last man in the solar system? That question is raised when a mysterious visitor lands on top of Yorick's speeding train. \$2.95

Marvel

Amazing Spider-Man 53 (J. Michael Straczynski & John Romita Jr + Scott Hanna) Third of a three-part story. \$2.25

Captain Marvel 10 (*Coven* 2; Peter David & Ivan Reis) Is Captain Marvel's new partner a serial killer who wants Rick Jones dead? \$2.99

new The Crew 1 (Priest & Joe Bennett + Danny Miki) Jim Rhodes, the one-time War Machine, will need more than his wits to achieve justice on the street. He'll need the Crew. \$2.50

Daredevil Vol 6: Lowlife (Brian Michael Bendis & Alex Maleev) After his secret identity as Daredevil is publicly exposed, Matt Murdock is forced to reckon with the problems and legal ramifications that emerged as a result of his public outing. Collects Daredevil Vol 2 #41-45. 128pg. \$13.99

Exiles 27 (*Hard Choices* 2; Chuck Austen & Clayton Henry + Mark Morales) The Exiles are forced to recover from the loss of one teammate and deal with the arrival of a new one. \$2.99

Marvel Mangaverse Vol 3: Spider-Man: Legend of the Spider-Clan (Kaare Andrews & Skottie Young) When

Peter puts on that Spider-Man costume, the problems of his daily life seem further and further away. If this sounds like the Spider-Man you already know, think again. Collects Spider-Man: Legend of Spider-Clan #1-5. 128pg. \$11.99

Marvel 7 (Bill Jemas) \$2.99

new New Mutants 1 (Nunzio DeFilippis + Christina Weir & Keron Grant) The original New Mutants return. But what happens when these mutants find out Professor Xavier's up-and-coming students think of them as the Old Mutants? \$2.50

New X-Men 141 (Grant Morrison & Phil Jimenez + Andy Lanning) Bishop and Sage find the murderer. But what will his or her identity mean to the Xavier Institute? \$2.25

Runaways 2 (Brian K. Vaughan & Adrian Alphona) Having discovered that their parents are all secretly superpowered villains, six young friends decide they must band together and take a stand against them. \$2.50

Soldier X #11 (*Dead Ends* 1 of 2; Karl Bollers & Scot Eaton) The final story of Soldier X begins when a young mutant is put on Death Row for killing her parents. \$2.99

Thor 64 (Dan Jurgens & Ben + Ray Lai) Loki strikes. \$2.99

Thunderbolts 79 (John Arcudi & Francisco Ruiz Velasco) Meet the champ of the underground fighting league, and then see if he makes it out of this issue alive. \$2.99

Truth: Red, White & Black 7 (Robert Morales & Kyle Baker) The paths of the two Captain Americas cross for the first time. Will it be the last? \$3.50

Ultimate Spider-Man 41 (Brian Michael Bendis & Mark Bagley + Art Thibert) After all this time, will Peter and Mary Jane finally get over themselves and just say it? \$2.25

Uncanny X-Men 424 (*Holy War* 2 of 2; Chuck Austen & Ron Garney + Mark Morales) Nightcrawler's secret past continues to be unveiled as this story arc concludes. \$2.25

Uncanny X-Men Vol 2: Dominant Species (Chuck Austen & Kia Asamiya) It's once again time for the X-Men to mutate. First, will Juggernaut – one of the X-Men's toughest foes – actually join their ranks? Then, as the high-flying Archangel goes through a major physical

transformation that affects his powers, he encounters a threat to his family corporation. Collects Uncanny X-Men #416-420. 128pg. \$11.99

X-Men: Ronin 5 (of 5; J. Torres & Makoto Nakatsuka) Akira meets Evangelion in the conclusion to the limited series. \$2.99

ON SALE FROM

MAY 28

Dark Horse

new Al Capp's Li'l Abner: The Frazetta Sundays

Volume 1 (1954-55) (Frank Frazetta; tpbk) For the first time Frazetta's full-colour Sundays are collected in this, the first of four comprehensive 9" x 12" volumes. Each quarterly volume will contain an introduction and extensive annotations by Li'l Abner expert Denis Kitchen. 128pg. \$14.95

Astro Boy 15 (Osamu Tezuka) Action-packed roller-coaster ride imbued with humour, warmth, and wry commentary on humanity in the technological age. b&w. \$9.95

Buffy the Vampire Slayer 57 (*Slayer Interrupted* 2 of 4; Scott Lobdell & Fabian Nicieza, + Cliff Richards) At the mental institution, there's something sinister going on, and the doctors may not be what they appear to be. Photo variant cover. \$2.99

Spyboy 13.2: The M.A.N.G.A. Affair Part 2 (of 3; Peter David & Pop Mhan, + Norman Lee) With SpyGirl fighting hallucinations, Dreamboat may finally have the chance to complete his nefarious schemes. 24pg b&w. \$2.99

Super Manga Blast! 32 (various) The excitement builds in *3x3 Eyes*, as Pai and Yakumo find their way to the Holy Hall, one step closer to the Sacred Land and the secret of immortality! \$5.99

Usagi Yojimbo 66 (Stan Sakai) There's a new evil in the area – a cursed ink box with the ability to bring its pictures from Japanese mythology to a horrifying reality. However, the inks are running low, and the box's owner is driven to replenish his supply with the blood of young children. 24pg b&w. \$2.99

Xenozoic Tales Vol 2 (Mark Schultz; tpbk) Schultz's vision of our Earth's future includes guano-powered Cadillacs, warring factions of humanity battling for ruined cities, reborn dinosaurs, and their intelligent, humanoid descendants. 176pg b&w. \$14.95

DC Comics

one-shot Bamum! (Howard Chaykin + David Tischman & Niko Henrichon; Vertigo; hb) See *Close-Up* on next page.

Batman 615 (Jeph Loeb & Jim Lee + Scott Williams) Nightwing comes to Batman to find out how – or if – the Dark Knight can continue. Choices are made that will affect the entire Batman family, and there's no turning back. \$2.25

Cartoon Cartoons 18 (various) Dexter gets locked out of his laboratory, Big Ed gets stuck in a mud puddle, and Chicken gets very worried about his little sister Cow's obsession with cheese. \$2.25

Catwoman 19 (Ed Brubaker & Javier Pulido) Brutal truths are revealed and pivotal decisions are made as Slam Bradley finally resolves the case of the Missing Goldigger with gory results. \$2.50

The Fifth 11 (Grant Morrison & Chris Weston + Gary Erskine; Vertigo) At the



close-up

Transmetropolitan: Dirge

Vertigo

Writer: Warren Ellis

Artists: Darick Robertson + Rodney Ramos

Collecting issues #43-48, this volume sees all hell break loose as a nameless sniper terrorises the Print District and a raging superstorm clears the streets of The City. Worse is to come, however, when outlaw journalist Spider Jerusalem's strange illness is finally diagnosed, and the stakes in his battle with the president are raised dramatically. 144pg. \$14.95

ON SALE MAY 21

brink of oblivion, timid Greg Feely fights back. It's Greg vs Greg! Greg vs the neighbours! Greg vs Dmitri-9! Who lives? Who dies? \$2.95

The Flash 198 (*Blitz* 2 of 4; Geoff Johns & Scott Kolins + Doug Hazlewood) The psychotic speedster known as Zoom attacks Wally, believing that The Flash can only be a better hero by experiencing ultimate sorrow. \$2.25

Global Frequency 8 (Warren Ellis & Chris Sproule + Karl Story) Los Angeles, 10 minutes ago, Miranda Zero, leader of the semi-covert rescue organisation Global Frequency, disappeared from all communications grids. \$2.95

Green Lantern 165 (Ben Raab & Rick Burchett + Rodney Ramos) Kyle summons the surviving Green Lanterns to Oa to take down the Black Circle Syndicate. \$2.25

Heliblazer 184 (Mike Carey & Marcelo Frusin; *Vertigo*) John and Angie travel to South America in search of information about the shadow dog. The first stop is the small town of Juliema, Brazil, where John encounters an old friend and is drawn into a game of poker. \$2.75

JLA 81 (*The White Page* 2 of 3; Joe Kelly & Duncan Rouleau + Aaron Sowd) Wrongfully branded as murderers, the original members of the JLA are on the run, dodging attacks by the US military. \$2.25

JLA: Age of Wonder 2 (of 2; Adisakdi Tantimedh & Galen Showman; *Elseworlds*) There's a dark side to the utopian world Superman has helped create, and now, on the eve of world war, Lex Luthor has discovered the means to hold all humanity hostage. 48pg. \$5.95

The Legion 20 (Dan Abnett + Andy Lanning & Chris Batista + Mark Farmer) The Legion is still lost in the Kwal galaxy, Live Wire is still alive, and the team is still trying to save Element Lad! \$2.50

Mucha Lucha 2 (Eddie Mort & Ricardo Garcia Fuentes + Mike DeCarlo) When kid wrestler Buena Girl gets a chance to be a TV star, her loyal fans rush to be like Buena—and make a mess of her beloved Code of Masked Wrestling! \$2.25

One-shot **The New Teen Titans: The Terror of Trigon** (Marv Wolfman & George Pérez + Romeo Tanghal) Collects the first five issues of *The New Teen Titans*, as well as redesigned Titans profile entries from the first volume of *Who's Who: The Definitive Directory of the DC Universe*. 144pg. \$17.95

Reload 3 (of 3; Warren Ellis & Paul Gulacy + Jimmy Palmiotti; *Homage Comics*) It's been a rough day for Secret Service Agent Chris Royal. Ever since the US President was assassinated, his life has been a swirl of flying bullets, exploding cars, and dead bodies. \$2.95

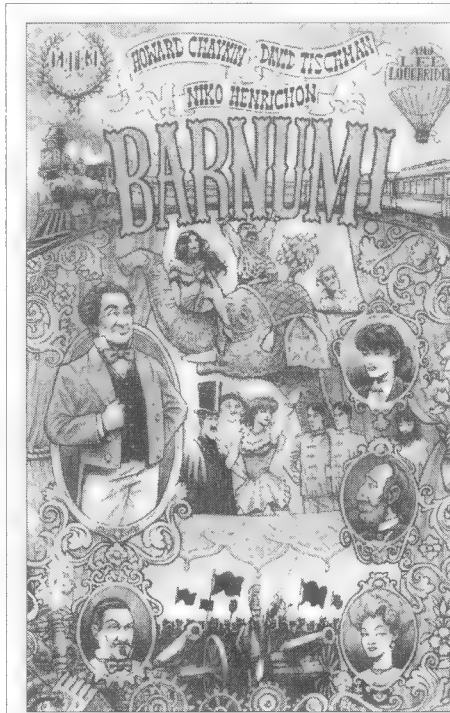
Superman 193 (Steven T. Seagle & Scott McDaniel + Andy Owens) The Supergirl first seen in *Superman: The Ten Cent Adventure* battles Radion, and it looks like their tussle will mean the destruction of Metropolis. \$2.25

Superman: Red Son 2 (Mark Millar & various; *Elseworlds*) Russia's Superman has become the hero of his country—and the world—while Lex Luthor has been working with the CIA to bring him down. 48pg. \$5.95

Sweatshop 2 (Peter Bagge & Stephen DeStefano + Bill Wray) Someone has been doing unauthorised parodies of Freddy Ferret biting the hand that feeds him—and Mel is cross. \$2.95

The Titans/Young Justice: Graduation Day 2 (Judd Winick & Alé Garza + Trevor Scott) Indigo, transported to our time from the future, creates chaos in STAR Labs. \$2.50

Wildcats Version 3.0 10 (Joe Casey & Dustin Nguyen + Richard Friend; *WildStorm*) An underground FBI facility is the setting for the newest merc on the block to have a showdown with a sadistic love child and his father. \$2.95



close-up

Barnum!

Vertigo

Writer: Howard Chaykin + David Tischman

Artists: Niko Henrichon

When brilliant inventor Nikola Tesla and a cadre of the world's richest men plot to destroy America, Barnum and his right-hand man Bailey assemble a team of the wildest circus freaks on the planet to moonlight as government secret agents. Check out a teenage human fly, a midget strongman, a sword-swallowing rubber man and many more act as "suits" 128pg. \$14.95

ON SALE MAY 28

Marvel

Agent X #11 (Evan Dorkin & Juan Bobillo + Marcelo Sosa) Agent X teams up with his target to defend the honour of a few girls. \$2.99

Avengers 67 (*Red Zone* 3 of 6; Geoff Johns & Olivier Coipel + Andy Lanning) More revenge. \$2.25

Best of Spider-Man Volume 2 Hardcover Collects stories from *Amazing Spider-Man* #37-45, Peter Parker: *Spider-Man* #44-47; *Spider-Man's Tangled Web* #10-11. 368pg. \$29.99

Black Panther 60 (*Ascension* 2 of 4; Priest & Patrick Zircher + Norm Rapmund) A new story arc featuring new Black Panther Kasper Cole. \$2.99

Daredevil 47 (*Hardcore* 2 of 5; Brian Michael Bendis & Alex Maleev; *Marvel Knights*) Typhoid Mary is back. \$2.99

Fantastic Four 69 (*Unthinkable* 2 of 4; Mark Waid & Mike Wieringo + Karl Kesel) FF take the fight to Doom. \$2.25

Inhumans 1 (Sean McKeever & Matthew Clark) They're just ordinary exchange students from a far-off land, here to learn about our culture—except their home is a mysterious city on the moon; they each possess fabulous, exotic abilities and appearances; and their homeland is a realm governed by strict adherence to genetic law. \$2.50

Mystique 2 (*Dead Drop Gorgeous* 2 of 6; Brian K. Vaughan & Jorge Lucas) The mutant chameleon Mystique is captured and sentenced to death for her terrorist crimes. When a shocking figure from her past offers her the chance at a new life, will she accept or choose to escape on her own? \$2.99

Paradise X #11 (of 12; Alex Ross + Jim Krueger & Doug Braithwaite) Penultimate chapter to the *Paradise X* saga. \$2.99

Peter Parker: Spider-Man 56 (*Reborn* 1 of 2; Zeb Wells & Sam Keith) More web-twirling. \$2.25

Punisher 27 (Garth Ennis & Steve Dillon; *Marvel Knights*) \$2.99

One-shot **Shang-Chi, Master of Kung Fu Vol I: The Hellfire Apocalypse** (Doug Moench & Paul Gulacy + Jimmy Palmiotti; tpbk) Collects *Shang-Chi: Master of Kung Fu* #1-6. 144pg. \$14.99

new **Startling Stories: The Thing — Night Falls on Yancy St.** 1 (of 4; Evan Dorkin & Dean Haspiel) Noir exploring a few days gone wrong in the life of the ever-loving blue-eyed Thing. 40pg. \$3.50

Ultimate Adventures 5 (Ron Zimmerman & Duncan Fegredo) \$2.99

Ultimates 10 (Mark Millar & Bryan Hitch + Paul Neary) Answers from the past are sought as the Ultimates discover that the key to the clandestine alien infiltration of Earth may reside in a secret mission Captain America himself presided over in the darkest days of World War II. \$2.25

Venom 2 (Daniel Way & Francisco Herrera) What do you do if you found a room full of dead bodies? More importantly, what would you do if you were face to face with the thing that caused that carnage? \$2.25

Weapon X 9 (*The Underground* 3 of 6; Frank Tieri & Georges Jeanty + Dexter Vines) The underground discovers a new threat against mutant-kind. \$2.99

X-Men Unlimited 48 (Chuck Austen + Chris Cross & Bruce Jones + Richard Isanove) Mystique returns, but just what is the sultry shape-changer doing in the employ of Nick Fury and S.H.I.E.L.D.? \$2.50

X-Treme X-Men 26 (*God Loves, Man Kills* 2 of 4; Chris Claremont & Salvador Larroca) 4: It's the return of Stryker—but will the X-Men be against him or forced to fight by his side? \$2.99

X-Treme X-Men Vol 3: Schism (Chris Claremont & Salvador Larroca + Arthur Ransom) They've accomplished their goal, but what will the X-Treme team do now? Collects *X-Treme X-Men* #19-23 and *X-Pose* #1-2. 106pg. \$16.99

RELEASED & ON SALE IN

MAY

Aardvark Vanaheim

Cerebus 290 (*Letter Days* 25 of 35; Dave Sim & Gerhard) Well, it's the wicked humans of the valley versus the faerie people of the mountains and their new-found allies, the Giant Trolls

from the Bowels of the Earth! Less than a year to go! 24pg b&w. \$2.25

Abstract Studios

Strangers in Paradise Vol III #59 (Terry Moore) An FBI agent has been using Parker Girl techniques against Katchoo, posing as her artist's model in order to gain evidence against her. 24pg b&w. \$2.95

Amaze Ink/ Slave Labor

Comic Book Heaven Volume 2 9 (Scott Saavendra) 16 more pages of rude superheroes, bad romantic advice, and logic-deprived plots. b&w. \$2.25

Dark Volume 2: Circling the Drain (Evan Dorkin; tpbk) Includes all the non-Eltingville material from *Dark* issues #7-10. 112pg. \$13.95

Highway 13 #10 (Les McClaine) We begin to find out what happened in Vikstadt, how Garth became bonded to Rick's car, and why Lucinda is working with Burgess now. 24pg b&w. \$2.95

Nightmares and Fairy Tales 5 (Serena Valentino) Gwen struggles with moving to a new home and finds that sometimes it's your parents that are the real monsters. 24pg b&w. \$2.95

new **Outlook Grim** 1 (Black Olive) Meet sassy Wren and her best pal Chloe, who accidentally invite unwelcome house guests from another realm into their lives. Mature readers. 24pg b&w. \$2.95

Private Beach Volume 2: **Secret Messages** (David Hahn; tpbk) Trudy is a smart, sexy woman—with a penchant for being around ominous occurrences and strange people. Collects the first six issues of the series, along with a new story and sketchbook. 136pg b&w. \$13.95

Skaggy the Lost 3 (of 4; Igor Baranko) Dreams and hallucinations enthrall the Vikings lost in the land of the Maya, and none worse than Skaggy—under the influence of a mushroom, he experiences the Mayan temple with enigmatic wisdom from fantastic creatures. Mature readers. 40pg b&w. \$3.50

Antarctic Press

Counter-Ops 3 (of 5; Peter Ang & Jin Song Kim) The intrigue & action hit full-auto as Joint Task Force 3 confront the most lethal adversaries on Earth, a splinter cell of elite US Special forces. \$3.95

Dragon Arms 6 (David Hutchison) As Seele continues his quest, the Heroes' fight against the Fallen Kings rages on. b&w. \$3.50

Gold Digger Colour Series Volume 2 (Fred Perry; tpbk) Gina and friends journey to Uhm di Turrok, where they battle the dragon Fauntleroy and learn the Djinn's origins. 96pg. \$15.95

Gold Digger 43 (Fred Perry) An inverted, stepped pyramid, built by the fledgling Draconian race just after the Jurassic, is discovered under the bedrock of downtown Atlanta. \$2.99

How To Draw Manga 24 (Fred Perry) Learn the best tips and tricks on how to draw Gold Digger characters from the artist himself! b&w. \$4.95

Luftwaffe: 1946 #9 (Ted Nomura & various) Dora and Gus are facing a far more dangerous foe, an angry Red Air Force bent on just defeating the Luftwaffe but destroying them. b&w 48pg. \$5.95

Mangazine 44 (various) Gold Digger, and Warrior Nun Areala, together in one title every month. Plus, *Dragon Arms*. 150pg. \$9.99

Neotopia 5 (Rod Espinosa) Nalyn and her crew find there are more dangers out in the ocean than just pursuing enemies and giant tubeworms—there are bloodthirsty pirates, too! \$3.95

Ninja High School 106 (Katie Bair Lokki, daughter of the Norse god, is disguised as a Weenie Baby doll and causing Yumei trouble. b&w. \$3.50

Twilight X: Storm 3 (Joseph Wright) Somewhere in the Caribbean, Richard and Melissa discover an island that has become a vast slave labour camp. b&w. \$3.50

Warrior Nun Areala 17 (Craig Babiari) Hellbent on becoming a living god, a terminally ill Ivan Seethe uses his resources to devise a mechanism capable of transferring the dark side of others' souls to his own. b&w. \$3.50

Avatar Press

One-shot **Alan Moore's A Small Killing** (Alan Moore & Oscar Zarate; graphic novel) See *Close-Up*, over page.

One-shot **Demonlayer Lords of Night**

Preview (Marat Mychaels) New series that pits the Demonlayer against the vampire hordes of Dracula himself. Mature readers. 16pg b&w. \$1.99

Jungle Fantasy 3 (Doug Miers & Ron Adrian) The next chapter of *Ivory*, about a prehistoric mother who is forced into action to protect her new-born baby. Bimonthly. Mature readers. b&w \$3.50

Lansdale & Truman's Dead Folks 3 (of 3; Joe R. Lansdale & Timothy Truman) Trying to avoid becoming a zombie, the bounty hunter in way over his head finds help from his new lover, an undead nun. Mature. b&w. \$3.50

Bongo Comics

Futurama Comics 13 (Boothby & Lloyd) Bender loses his job after accidentally poisoning the Planet Express crew. \$2.50

Simpsons Comics 82 (Boothby & Morrison) While participating in a reality TV show, Homer Simpson and Ned Flanders trade places, houses, and just about everything else, and the funny thing is, they kind of like it. \$2.50

CG Entertainment

Brath 4 (Chuck Dixon & Andrea Divito + John Dell; *CrossGen*) Brath MacGaren leads the united clans in battle against three massed legions of the Emperor's best soldiers. \$2.95

The Crossovers 5 (*Cross Currents* 5 of 6; Robert Rodi & Mauricet + Ernie Colon; *Code 6*) Meet Carter Crossover (the superhero known as Archetype), his wife Calista (a fourth-generation vampire slayer), daughter Cris (warrior princess Eradika), and son Clifford (UFO abductee and alien collaborator). Can a family survive the rigours of four genres, and only one bathroom? \$2.95

Crux 26 (Chuck Dixon & Paul Ryan + Pablo Marcos; *CrossGen*) Terra Cognita returns in force to take the Earth back from the Atlanteans. But these aren't the same ancient philosophers they faced before. \$2.95

Crux Vol 3: Strangers in Atlantis (Chuck Dixon & Steve Epting + Rick Magyar; *CrossGen*) Six mighty Atlanteans awaken from the sleep of ages to solve the disappearance of an entire species. 160pg \$15.95

new Demonwars: Eye For An Eye 1 (of 5; R.A. Salvatore + Scott Ciencin & John Holdredge; *Code 6*) In the exotic land of Behren, barbarian ranger Andacanavar fights for his life against assassins, soldiers, spies, and deadly mystics. \$2.95

one-shot Demonwars: Trial of Fire (various; *Code 6*; graphic novel) Pitting Andacanavar, heroic Abbelcan nun Moira and the devious Red Cap Dwarf Grave Mungo against the magic-wielding Northern Giants and their terrifying demonic masters. 160pg \$12.95

Edge 14 (various) Andra Radiant has lost her memory – and must search the stars to recover it! 192pg \$7.95

The First 31 (Barbara Kesel & Andy Smith + Rob Hunter; *CrossGen*) Driven apart by intrigue and treachery, the rival houses of the godlike First must reunite to avert doomsday. \$2.95

Forge 14 (various; *CrossGen*) At the empire's edge, one man stands against the legions! He is Brath, the Hammer of Ure, and the latest addition to the Forge lineup (*Prequel*). 192pg \$7.95

Lady Death: A Medieval Tale 4 (Brian Pulido & Ivan Reis + Marc Campos; *Code 6*) Branded traitors to the church, Lady Death and the warrior knight Wolfram von Bach find themselves a sword point from true death. \$2.95

Mark of Charon 3 (of 5; Tony Bedard & Joe Bennet + Johnathan Glapion; *CrossGen*) Javi and his team of Negation sigil-bearers stand face to face with the Lawbringers – Charon's most dreaded enforcers. \$2.95

Meridian 36 (Barbara Kesel & Steve McNiven + Tom Simmons; *CrossGen*) Sephie and the crew journey to a new island and gain a new crew member, one who forces Crenner to take a dangerous chance. \$2.95

Mystic 36 (Tony Bedard & Aaron Lopresti + Matt Ryan; *CrossGen*) Giselle's adventure in the land of the Dark Magi Guild concludes as she is caught between the most evil sorcerer on Cires and the mysterious crusader named Tancred. \$2.95

Negation 18 (Tony Bedard & Paul Pelletier + Dave Meikis; *CrossGen*) On their way to rescue Kaine, the fugitives must first stop for supplies at the nearest Negation-controlled world. \$2.95

The Path 15 (Ron Marz & Matthew Smith + Mark Pennington; *CrossGen*) While Obo-san and Aiko are confronted by the past and ponder their future at Obo-san's ancestral estate, Wulf and

the disgraced sumo Yama journey to the far north of their island nation. \$2.95

Route 666 #12 (Tony Bedard & Karl Moline + Drew Geraci; *CrossGen*) Cassie Starkweather falls deeper and deeper into a bad situation that only her grandfather's ghost can untangle. \$2.95

Ruse 20 (Scott Beatty & Paul Ryan + Pablo Marcos; *CrossGen*) When Simon's most vocal critic is found dead within the sprawling Archard Residence, Simon is himself the prime suspect! \$2.95

Scion 36 (Ron Marz & Jim Cheung + Don Hillsman II; *CrossGen*) The aftermath of last issue's events plays out, and Ethan finds himself helpless to repair the damage that's been done. \$2.95

Sigil Vol 4: Hostage Planet (Chuck Dixon & Scot Eaton + Andrew Hennessey; *CrossGen*) After centuries of interstellar warfare, the humans of the Planetary Union have a new weapon against the man-eating Saurians. 160pg \$2.95

Sigil 36 (Chuck Dixon & Dale Eaglesham + Andrew Hennessey; *CrossGen*) Sam and the Bitterluck return to Union space only to find Gaia under threat of destruction from a massive Negation armada. \$2.95

new Silken Ghost 1 (of 5; Chuck Dixon & Will Rosado + Chuck Gibson; *CrossGen*) A crisis in the Temple of Ghosts calls home five banished warriors to defend the master of their fighting art. \$2.95

Sojourn 23 (Ron Marz & Greg Land + Jay Leisten; *CrossGen*) As the quest plunges deeper into the sweltering Great Wastes of Oudubai, Arwyn and her companions find themselves hunted by mysterious nomads. \$2.95

Sojourn Vol 3: The Warrior's Tale (Ron Marz & Greg Land + Jay Leisten; *CrossGen*) Collects issues #13-18 of the ongoing series. The Warrior's Tale recounts Arwyn's journey in search of a mythic hero's arrow of power. 160pg \$15.95

Solus 3 (Barbara Kesel & George Pérez + Rick Magyar; *CrossGen*) Long ago there was a girl who wouldn't let anyone tell her what to do. Now that she has power beyond her wildest imagination, she doesn't know what to do. \$2.95

Way of the Rat 13 (Chuck Dixon & Jeff Johnson + Tom Ryder; *CrossGen*) Boon and his adopted grandmother use the Phoenix Heart to raise the spirit of a

departed soul and unintentionally raise all of the dead in Zhumar. \$2.95

Claypool Comics

Elvira 121 (Strom + Smith & Lachance) Elvira visits Fear City, joins the Soulsearchers, and then leads the vampire Deadbeats, in *Time Out of WHACK!* Photo cover. b&w \$2.50

Soulsearchers 60 (David + Purcell & DeMulder) Kelly goes into heavy-duty therapy with snarky Langley, which leads to surprising revelations about the SS's origins, in *Couch Trip*. b&w \$2.50

Drawn & Quarterly

Berlin 10 (Jason Lutes) Kurt begins investigating the massacre in Berlin while the unsuspecting American jazz band, the Cocoa Kids, begin making a name for themselves among the cabarets and dancing girls that made the glittering city famous. Mature readers. b&w \$3.50

Fantagraphics

one-shot Bill Ward's Glamour Girls (Bill Ward; ed Alex Chun) The majority of the images in this volume were drawn between 1956 and 1963 when Ward was at the height of his skill. 160pg \$28.95

King Vol 3 (Ho Che Anderson; tpbk) LBJ signs the Civil Rights bill into law, and Martin Luther King and the Southern Christian Leadership Conference begin their northern campaign by moving into the Chicago neighbourhood of North Lawndale, Illinois. 72pg \$11.95

one-shot Krazy & Ignatz 1929-1930: A Mice, A Brick, A Lovely Night (George Herriman) Chronologically reprinting strips from the prime of Herriman's career. 120pg b&w \$14.95

one-shot The Pirates and the Mouse: Disney's War Against the Underground (Bob Levin; hb) Recounting the tales of when Dan O'Neill assembled a band of rogue cartoonists, called the Air Pirates specifically to degrade Disney. 270pg b&w \$24.00

one-shot Portajohnny (Johnny Ryan) Collects Ryan's greatest hits from his own self-published comicbooks as well as a host of anthologies. Mature. 160pg b&w \$14.95

Image

Agents 2 (Kevin Gunstone & Ben Dunn) In the backstreets of London's Soho, agent Lady Pippa and new recruit Douglas Chance search for the missing scientist Mike 70. \$2.95

Age of Bronze 17 (Eric Shanower) High King Agamemnon has a dreadful choice to make: either sacrifice his daughter and take the army to Troy, or spare her and betray his allies. 24pg b&w \$2.95

Aria: The Uses of Enchantment 3 (Brian Holguin & Lan Medina) After being led to a secret kingdom hidden away in the Catskill Mountains, Kildare discovers that leaving is not an easy thing. \$2.95

one-shot Battle of the Planets: Jason (Munier Sharrieff; *Top Cow*) Using a false identity Jason must pose as a hired assassin in order to find vital information about Devil Star. 48pg \$4.99

Battle of the Planets 10 (Munier Sharrieff & Wilson Tortosa; *Top Cow*) Commander Korak makes plans to strike against his new sworn enemy, Zoltar. \$2.99

new Case Files: Sam and Twitch 1 (*Have You Seen Me?* 1 of 6; Marc Andreyko & Scott Morse) Twitch's past comes careering back to haunt not only him, but those he loves. \$2.50

Clockmaker 4 (Jim Krueger & Matt Smith + Zach Howard) Hans and Astrid face off against a being that is part of the clockworks itself and the mystery of the missing clockworkers comes full circle when Astrid makes a terrible discovery. 16pg \$2.50

The Darkness Vol II 4 (Paul Jenkins & Dale Keown; *Top Cow*) Jackie Estacado faces a violent uphill battle to reclaim his status and wrestle power away from his Cousin Paulie. \$2.99

Dominion 5 (Ross Richie + Keith Giffen & Giffen + Dave Elliott) What can be done to creatures who can tear a plane apart with their bare hands? Nothing can stop them.

An excellent title to calm your nerves in the current political climate. \$2.95

GI Joe 18 (Josh Blaylock & Brandon Badeaux + John Larter) The unholy alliance between Destro and GI Joe continues in the search for Flint and the Baroness. \$2.95

GI Joe Frontline 8 (Dan Jolley & Drew Johnson) Still trapped in the arctic lab of Operation: Coldfire, Duke, Snake Eyes, Scarlett, Airtight, Frostbite and Lifeline have finally located the single survivor stranded inside. \$2.95

GI Joe tpbk Vol 3: Malfunction (Josh Blaylock & various) Includes the entire *Malfunction* story line, featuring Cobra's latest hi-tech menace, the all-new Battle Android Trooper. Collects issues #10-15. 144pg \$12.95

Grl Scouts: Work Sucks 4 (Jim Mahfood) International superstar DJ Sonik is in town and set to perform at the Weird Hog, and it's up to the Grls to keep him out of trouble until the gig. b&w \$2.95

Heirs of Eternity 2 (Jose L. Torres & Jae Tsai + Emily Schmidt) Unlikely alliances are formed and battle lines begin to appear as misinformation brings heaven to Pyrus' door. \$2.95

Hellspawn 25 (Steve Niles & Ben Templesmith; *TMP*) Using an ancient curse of deceit, the jester of Hell's belly has returned for one final shot with his oldest nemesis. \$2.50

Karza 4 (Jim Krueger & Steve Kurth + Barb Schulz) Ryan Archer witnesses Karza's final confrontation with the last surviving Pharoed Priest only to find himself not in the past, but in his own future, where he himself will face Karza for one final battle. \$2.95

new Legacy 1 (Carmen Treffiletti & Edu Francisco + Lynx Studio) As the war between Lord Eridan's Shadow Sentry and the withering rebel clans spill into the Southern Provinces, his quest to complete the Sceptre of the Mindseye is nearing. \$2.95

Masters of the Universe, Vol II #3 (Val Staples & Emiliano Santalucia) Our heroes respond to odd mishaps in the kingdom of Avion. \$2.95

one-shot Micronauts Vol 1: Rebellion (Scott Wherle & Eric Wolfe Hanson + E.J. Su; tpbk) Collects issues #1-5 of the Micronauts series. Within our own universe lies another universe unbeknownst to us... until now. 112pg \$10.95

new Misplaced 1 (Josh Blaylock & Clint Hilinski + Clayton Brown) Alyssa is she's cleverer, faster and better than all her peers, and for that, her entire society punishes her every day. I know the feeling. Soon, like me, she will learn that there is more to her abilities than she ever knew, and someone isn't happy about it. \$2.95

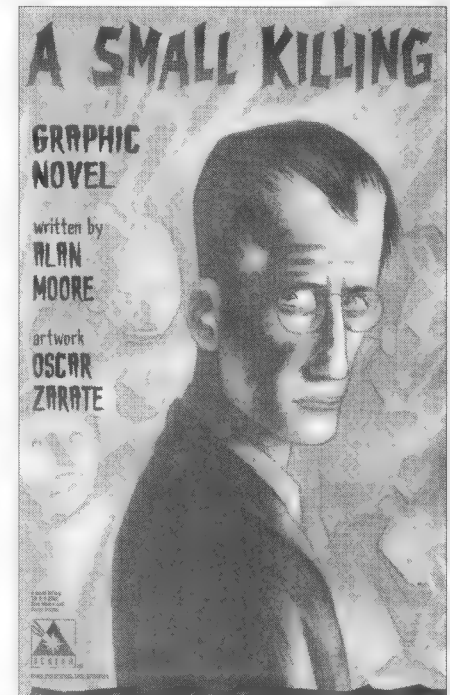
Mythstalkers 3 (*The Labyrinth* 3 of 4; Douglass Barre & Jiro) Trapped without weapons or equipment in the cave of the man-eating Cyclops Gorgorym, the Mythstalkers have only one hope – the silver-tongued wit of wealthy lay-about Kenneth, Lord Marston. \$2.95

one-shot Noble Causes: Extended Family (various) Find out what drove Gaia to leave the magical realm she called home in order to become a superhero on Earth. 80pg \$4.95

Paradigm 9 (Matt Cashe & Jeremy Haun + William Haun) Through the help of an old high-school friend, Andrew Dreiser discovers just how dire Bogdale's reality has become. 40pg b&w \$2.95

Powers 32 (Brian Michael Bendis & Mike Avon Oeming) The history of the Powers! Where did the powers come from? Why are they here? \$2.95

Powers Vol IV: Supergroup (Brian Michael Bendis & Mike Avon Oeming;



A SMALL KILLING

GRAPHIC NOVEL

written by
ALAN MOORE

artwork
OSCAR ZARATE

close-up

Alan Moore's A Small Killing

AC Comics

Writer: Alan Moore

Artist: Oscar Zarate

Ad man Timothy Hole has everything going for him and has now been handed the biggest assignment of his life – marketing a major cola in Russia. But his smooth life begins to unravel as he is stalked by a demonic child that makes him question not just who he is, but how he really affects those around him. Mature readers. 64pg \$16.95

ON SALE MAY

(tpbk) When one of the key members of a popular super group is found violently murdered, the events that follow unveil the federal government's multilayered control of the superhero elite and how far they will go to cover up. Collects issues #15-20 of the Powers series. 184pg \$19.95

PvP 2 (Scott Kurtz) After Cole discovers his old collection of Dungeons and Dragons rulebooks, he decides to recapture his childhood by starting a new gaming group among the PvP staff. \$2.95

final issue **Sammy: Tourist**

Trap 4 (Azad) After a nightmarish 24 hours of beatings, blackmail and bad TV, Sammy and Lucky must now face their toughest challenge yet: Airport Security. b&w \$2.95

Savage Dragon 111 (Erik Larsen) Mako finds Dart is not as receptive to his charms as she was when she was stranded on a small, island in the Coral Sea with him. So he's abducted and returned with her to this island paradise. \$2.95

Spawn 134 (Brian Holguin + Todd McFarlane + Angel Medina + Danny Miki; *TMP*) He's gone halfway around the world to right a wrong. Now, in a final showdown, Spawn squares off against the forces of a brutal nation. \$2.50

Tech Jacket 7 (Robert Kirkman + E.J. Su) From deep space comes The Scavenger, a being of untold power that has come to strip the earth of its technology. \$2.95

Tomb Raider 30 (*Strange Flesh 2* of 2; John Ney Rieber + Tony Daniel + Jonathan Sibal; *Top Cow*) Is the boy held captive in this Vatican prison cell a madman - or a monster? 48pg. \$4.99

new **Victory 1** (Marcelo Cassaro + Edu Francisco + Sohmi Pai) Inside a giant cave, a group of heroes battles against a four-headed dragon who has an elven princess captive. \$2.95

one-shot **Voltron: Defender of the Universe 0** (Dan Jolley + Dreamwave Productions + Mark Brooks) Find out how the five maverick pilots were chosen for the mission to bring back the legendary war machine called Voltron. 24pg \$2.50

new **Voltron: Defender of the Universe 1** (Dan Jolley + Mike Norton + Clint Hilinski) A desperate officer of the Earth-based Galactic Union sends five maverick pilots on a bizarre mission: bring back the legendary war machine called Voltron. \$2.95

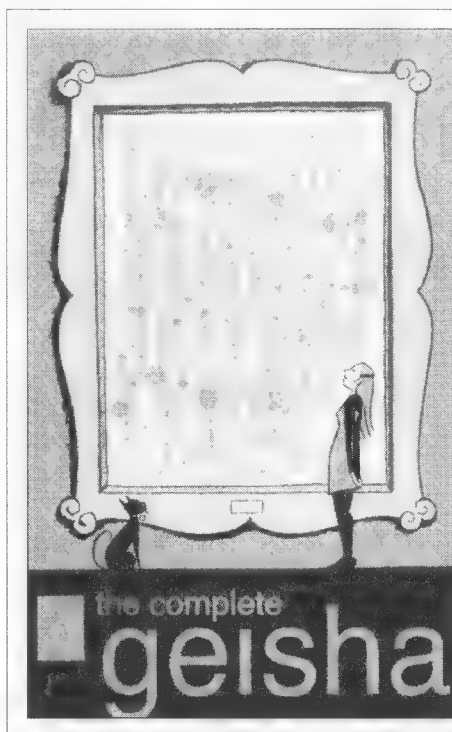
one-shot **Wicked Vol I: Omnibus** (Francis Takenaga + various; tpbk) The Wicked, a menacing subculture of those who have freely sold their souls to darkness don't like what Nathan Elstings is doing very much. Reprinting issues #1-8 of The Wicked, plus the limited preview edition. 260pg b&w \$19.95

Witchblade 65 (David Wohl + Francis Manapul + Jason Gorder; *Top Cow*) While finally uncovering the secret behind the Wall Street murders, Sara Pezzini and the Magdalena discover an underside of New York City that people never see. \$2.99

Moonstone

one-shot **Moonstone Noir Johnny Dollar** (David Gallaher + Eric Theriault) When a fire stalls a swank production of Macbeth, Johnny Dollar is called to action. On the scene he meets a gaggle of thespians who all have reasons to see the production axed. Mature readers. b&w 48pg \$4.95

one-shot **The Phantom Volume 1: Ghost**



Who Walks (various; tpbk) This volume collects the graphic novels *The Ghost Killer*, *The Singh Web*, and *The Treasures of Bangalla*. Includes an introduction from Phantom scholar Dr Bryan Shedden and more. 160pg \$16.95

Oni Press

one-shot **The Complete Geisha** (Andi Watson) See *Close-Up*, above.

new **The Marquis: A Sin of One 1** (Guy Davis) Amidst a rash of killings, Vol de Galle is on a race to catch a devil who uses the townspeople for murder, then commits suicide to escape into another body. Mature readers. b&w \$2.99

Queen & Country 16 (Greg Rucka + Carla Speed McNeil) In London, the Minders face a shift in their ranks. Elsewhere, in the former USSR, Lasha Karpin is the victim of a kidnapping plot. Mature readers. b&w \$2.99

new **Scout Girl 1** (of 6; Chynna Clugston-Major) Ashton is the cool guy in town. One day he sees Margaret. Ashton makes his move, but Margaret summarily rejects him. b&w \$2.99

one-shot **Sidekicks Super Summer Fun Special** (various) J. Torres and an all-star roster of artists bring you all-new super-teen hi-jinks! b&w \$2.99

Three Strikes 2 (of 5; DeFilippis + Weir + Hurt) Rey Quintana shouldn't be on the run. He should beat school, not on the road trying to avoid prison. Mature readers. b&w \$2.99

Tokyopop

new **Brain Powered** Vol 1 (of 3; Yoshiyuki Tomino + Yukiru Sugisaki; graphic novel) A collective of evil scientists called the Reclaimers work to unlock mankind's extinction. b&w \$9.99

Chobits Vol 6 (of 8; CLAMP; graphic novel) Can a human be happy living with a machine? Hiroyasu Ueda truly believed he could when he married his persocomb but one fateful day tragedy struck and Ueda was separated from his true love. 192pg b&w \$9.99

close-up

The Complete Geisha

Oni Press

Writer/Artist: Andi Watson

This new edition marks the return of Andi Watson's futuristic classic to print. It combines the original four issues with the follow-up one-shot and short stories. Discover the world of Jomi, the android artist who's more normal than the society that denies her a soul. Stalkers, supermodels, super mecha and all sorts of other weird and less-than-wonderful characters arrive on the scene. 160pg b&w \$15.95

ON SALE MAY

new **Clamp School Detectives** Vol 1 (of 3; CLAMP; graphic novel) Meet a group of three sleuths: Together they are the Clamp School detectives and they help girls in distress around the campus. 192pg b&w \$9.99

new **Dragon Hunter** Vol 1 (various; graphic novel) Seur-Chong, a hunter with the Dragon's Curse doesn't care about power. He's just in it for the money and he's quickly made a name for himself as a mercenary. 192pg b&w \$9.99

new **G-Gundam** Vol 1 (of 3; various; graphic novel) In the year FC 60, disputes between nations are settled in a tournament known as Gundam Fight. Each side picks its champion pilot, constructs a huge mechanical combat machine, and prepares to do battle. 192pg b&w \$9.99

new **Gravitation** Vol 1 (of 12; various; graphic novel) Shuichi Shindou is determined to be a rock star. He has no experience, no talent, and no band. b&w \$9.99

GTO Vol 12 (of 25; Tohru Fujisawa; graphic novel) Vice Principal Uchiyamada's lecherous plan fails and he must escape from the local police. 200pg b&w \$9.99

Happy Mania Vol 2 (of 5; various; graphic novel) It's New Year, and Shigeta resolves to swear off of men while her roommate announces her impending marriage. Mature readers. 200pg b&w \$9.99

Jing King of Bandits Vol 1 (of 7; Yuichi Kumakura; graphic novel) When rumours of a flying ghost ship reach his ears, Jing packs his bags and hitches a ride on board. 216pg b&w \$9.99

Kim Possible Cinemanga Vol 2 (of 2; various; graphic novel) When a mad scientist and a Kung-Fu master wreak havoc, it's up to Kim Possible, her trusty sidekick Ron Stoppable to save the day. 128pg b&w \$7.99

new **The Kindaichi Case Files** Vol 1 (of 6; various; graphic novel) Hajime and Miyuki go to a small island for a training camp for their school's drama club. b&w \$9.99

new **King of Hell** Vol 1 (of 3; Na In-Soo + Kim Jae-Hwan; graphic novel) In life, Majeh was a gifted swordsman. In death he acts as a reaper for the King of Hell. 192pg b&w \$9.99

Lupin III Vol 4 (of 14; Monkey Punch; graphic novel) When a detective agency hires Lupin to thwart the efforts of a business rival, he discovers that Fujiko is playing both companies to get her hands on a Rembrandt. 192pg b&w \$9.99

one-shot **Pet Shop of Horrors** Vol 1 (Mari Akino; graphic novel) A smoke-filled alley in Chinatown harbours Count D's Pet Shop. Magical creatures are available with an exclusive contract. 192pg b&w \$9.99

Rave Vol 3 (of 18; Hiro Mashima; graphic novel) The Ten Commandments sword has been re-forged by master blacksmith Musica, but Rave Master Haru Glory isn't out of trouble yet. 200pg b&w \$9.99

Rebound Vol 2 (of 10; various; graphic novel) After a miracle comeback, the Jonan team is back in the running against the favourites from Okinawa. 192pg b&w \$9.99

Samurai Deeper Kyo Vol 1 (of 18; various; graphic novel) 1604 AD Four years after a devastating civil war, Yuya Shiina earns a living by hunting outlaws. When she captures Mibu Kyoshiro for a small bounty, she has no idea about the dark secret he carries within. 192pg b&w \$9.99

Shaolin Sisters Vol 3 (of 5; Narumi Kakinouchi; graphic novel) As the leader of the White Lotus Clan tries to steel the bells from Juline and her sisters, a mysterious masked man steps in to the rescue. 216pg b&w \$9.99

Tokyo Mew Mew Vol 2 (of 4; Mialkumi + Reiko; graphic novel) Yoshiichigo has transformed into a crime-fighting cat named Mew Mew. Fighting crime in a big city can be a difficult job when you are on your own. Therefore, her first mission is to find the rest of the Tokyo Mew Mew crew. 216pg b&w \$9.99

Under the Glass Moon Vol 1 (of 3; various; graphic novel) Luka Reinhardt is the 21st century's greatest Dark Wizard. He and his bookish brother, Luel, live next door to a pair of witches named Madame Batolli and Nell. 192pg b&w \$9.99

Vampire Game Vol 1 (of 3; JUDAL; graphic novel) Centuries ago the king of Saint Feliosta, and the Vampire King, Dusel, had a duel. Dusel was defeated and swore that he would fight in his next incarnation. 192pg b&w \$9.99

INTERNATIONAL

Black Library

Inferno Magazine 36 (various) Gotrek and Felix turn up the heat in this Inferno! special that includes brand-new adventures, comic strips, features, and lots more! Bimonthly. b&w 68pg \$6.95

Warhammer Monthly 68 (various) Hellbrant Grimm battles against the evil in the Old World; the debonair desperado, Kal Jerico, blasts his way out of trouble; and more Catachan jungle action from the 19'ers! b&w 40pg \$3.50

UK NEWSSTAND

DC Thomson

The Beano 3163-3166 (weekly; various) Humour anthology featuring Dennis the Menace, the Bash Street Kids, and all your favourites. £0.55

Beano Superstars 137 (various) One complete strip of the long-running humour anthology. 36pg £0.65

Classics from the Comics 84 (various) Anthology reprinting classic cartoon strips from DC Thomson's vintage kids' comics Beano and Dandy. 68pg b&w £1.20

Commando Action and Adventure Stories 3613-3621 (eight per month; digest; various) Featuring one self-contained comic strip per issue. Some new material. 68pg b&w £0.80

Fun-Size Beano 135-136 (fortnightly; various) Pocket-sized spin-off from the Beano featuring Dennis the Menace, and all the usual suspects. 68pg £0.60

Panini Comics

Action Man 84 (four-weekly; various) All-new soldier adventure yarns, plus quizzes and prizes based on the action figure. 28pg £1.50

Astonishing Spider-Man 97 (four-weekly; various; Marvel UK) Official UK outing for US Marvel comic adventures, with free posters and extras. 76pg £2.40

Doctor Who Magazine 327 (four-weekly; various) Contains celebrity interviews, feature articles and original stories based on everybody's favourite doc. 52pg £3.30

Essential X-Men 97 (four-weekly; various; Marvel UK) This issue contains material from US editions Giant Sized X-Men #1 and Uncanny X-Men #358. 76pg £2.40

Spectacular Spider-Man 92 (eight-weekly; various) All new comic strips, puzzles and games. Plus, if you're good, a bunch of free posters and a competition. 36pg £1.75

Wolverine & Gambit 83 (four-weekly; various; Marvel UK) Compiles US Marvel's own brand of Wolverine comic strips plus magazine-style feature articles on the tortured toothy one. 76pg £2.40

Rebellion

2000 AD 1339-1342 (various) Judge Dredd investigates a ruthless kidnapping in *Hard Day's Night*. Plus, Dredd faces the murderous Armon Gill in *The Chief Judge's Executioner*. \$3.25

Judge Dredd Magazine 206 (various) Dredd confronts the evil force corrupting the heart of the Mega-City in *Judge Dredd: Monkey on My Back*. 100pg \$10.99

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We are pleased to announce a new world record price of £7500 paid for **The Beano** No.1 in our December catalogue.

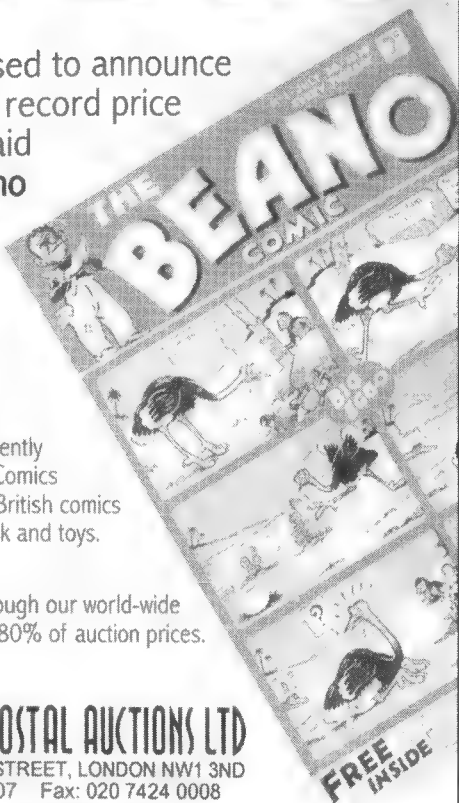
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Comment

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Comment is a forum to enable fans and professionals alike to express their personal points of view on aspects of the comics industry. As such, the following opinions do not necessarily reflect those of this publication, but space will be given in subsequent issues to well-reasoned opposing views. Submissions are edited only for grammar, clarity and brevity.

Doctor Who Classic Comics

Comment by Steve Law, sent via e-mail

READING about old British strips got me thinking. How about **Doctor Who Classic Comics** in the same way that Graham Bleathman brought out the **TV21** volumes a few months back, or the Hawk Books **Dan Dare** editions?

A sort of **Essential Doctor Who: The 1st Doctor**, etc for all eight Doctors. Nice hard covers for all eight Doctors from the pages of **TV Comic**, **TV Action**, **Countdown** and **TV21** – very collectable for comics enthusiasts and Doctor Who fans and much easier to collect in these days of graphic novels and trade paperbacks rather than the bitty comic reprints in **Doctor Who Monthly** and **Doctor Who**

Classic Comics.

Also in the original black and white form as we old UK comic fans are used to, rather than colourising like those dreadful '80s *Laurel & Hardy* colour videos. The only ones reprinted in colour should be those originally done in colour. It could start off with the *Dalek Chronicles* as it's nearly 10 years since the reprint volumes and could add the '90s ones Ron Turner did for **Doctor Who Monthly**. Maybe Gerry Haylock could be talked into doing a cover for the **Essential Third Doctor**.

I'm sure there are more than enough fans of British comics and Doctor Who to make it financially viable.

Daredevil vs Spider-Man... Let's get ready to rummmble!

Comment by Mark Izzard, sent via e-mail

SO, I took my wife to see *Daredevil*, against her better judgment (not on Valentine's Day I hasten to add, otherwise I would have been divorced by now) and she hated it.

Her comments such as "I'd rather see bloody *Spider-Man* again than sit through that," and "I wish I'd stayed in," caused a rather heated debate in the car on the way home and a two day sulk by me (you would have thought that a 36 year old would know better).

So, as you can guess by her comment, my wife thought *Spider-Man* was by far the better movie. I, on the other hand, will try to form the case for the defence of *Daredevil*. But I should state that I am not a major fan of either super-hero but I do love comicbook films, even the crap ones.

Spider-Man has the distinct advantage of being far more well known by non-comic readers and also hit the screen first. This is where *Daredevil* suffers the most.

To your average person, the *Daredevil* film has far too many similarities to *Spider-Man*. The opening credits, how the

radiation travels through his body, the acrobatics, the same city, Oscorp/Fiscorp, the dodging of the glass thrown by Bullseye etc. I would have to be honest and say that if you spliced the first *Batman* film with the *Spider-Man* movie, it is really all there. The similarities are not so much a fault of the film but more of the basis of superheroes in general.

I'm sure there has been many a heated debate concerning which is the better hero, when really most of the heroes are intrinsically the same. So what sets *Daredevil* apart from *Spider-Man*, and other superhero movies, come to that?

Well for one thing, the way in which *Daredevil*'s super-senses were displayed was pretty good I thought. Not an easy thing to portray on film. It was also a darker movie, both in tone and visually, which makes it a much more uncomfortable film to watch, unlike the more flashy and colourful *Spider-Man*.

What really set *Daredevil* apart for me was the sense of peril during the action sequences. The constant flicking from our

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own view to that of our hero's conveyed the excitement and danger and really caught the base concept behind the character (ie: a man without fear). The character was portrayed convincingly by Ben Affleck and the rest of the cast is also very good – especially Colin Farrell.

There were some nice touches in there too, which worked well to flesh out the realism of the character but I won't discuss these, as it may spoil the film for people who haven't seen it yet.

So which is the better film? Well I still can't decide and maybe it's best. A boring non-committal answer I know but I

think they're both pretty good. I was pleased to see though, that for a relatively unknown character, *Daredevil* has stayed at the No.1 spot in the US for two weeks – will it will fare so well here.

Oh, and before I go, don't fall out with your wife over your hobby – it's not worth it (although I don't think I'll take her to see *X-Men 2* if that's how she's going to behave).

And, as a note to **Comics International** in general – to me your magazine is unmissable and often more entertaining than the comics I am collecting (not a bribe to get printed but well deserved praise).

Don't force the point

Comment by Julian Dass, Barnsley, South Yorkshire

SUPERMAN. Batman. X-Men. JLA cartoons. *Spider-Man. Daredevil*. Where will it all end?

I loved the comics when I was a kid, but now, like a stale old fart, I'm getting a little troubled.

I'm troubled because the underlying message I see from this rash of Hollywood superhero movies is that you can maintain control and enforce order by meeting any threat to your society (culture/nation/people) by beating the hell out of somebody who is different. Every threat is met by superheroes using force, and they always win!

From there it seems only a short step to start using force proactively; beating the hell out of people because of what they might do. Use of proactive force always seems to make sense. There are many persuasive arguments in its favour, but it's fundamentally and inescapably fascist in nature. I wonder what kind of subliminal influence that has on kids who go to see these movies and play these computer games and read the comics.

It's great fun – as every adolescent male knows – but unfortunately it seems that some of us never grow out of it, never rationalise it and put it into a fantasy context, the cynical, unsophisticated and emotionally manipulative language of 'good versus evil' appeals to the naive looking for simple answers to incredibly complex questions and perhaps the idealisation of

superheroic values seeps out into the real world and begins to influence it. Maybe it's a reflection of it. Or maybe it's both.

Do you think it could possibly be dangerous if one of these people, unburdened by a massive intellect, managed to acquire some kind of position of power?

There's a well-known Nazi propaganda film, a black and white *Wallace and Gromit*-style animation, aimed at German kids in the 1930s. It features a young, blond German boy who has to spend the night in a deserted castle and throughout the night is attacked by a seemingly never-ending stream of goblins, monsters 'n' spooks, most of them with some kind of recognisable racial stereotype characteristic.

Without fear or superhuman strength, the little boy mercilessly despatches every monster that comes against him, grabs a few winks between each battle and eventually awakens to a golden, sunny morning, a paradise in his homeland with all the monsters vanquished. Sound familiar?

Sounds like the basic plot for God knows how many movies to me – *X-Men, Spider-Man, Daredevil*. I'm not advocating banning the comics or movies, merely for people to think about them a little more.

And another thought: imagine how terrifying it would be if superhero values ever became official government policy.

I know my rights

Comment by Ken Shabby, Batley, West Yorkshire

I BELIEVE there are special laws governing the content in the graphic nature of the depiction of sex and violence in comicbooks, on sale in the UK. For that reason, Re-Visionary Press's Carnal Comics line was illegal in this country.

But, with the passing of the

European Convention of Human Rights Act into British law on the 1st October 2000, adult pornography was effectively legalised here in the UK.

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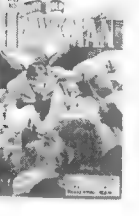
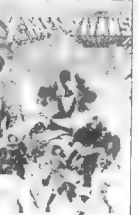
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3rd Silver Age Atom		58 fh	23.00	38 fh	27.00	147 fh	30.00
38 fh	170.00	59 fh	23.00	39 fh	27.00	148 fh	30.00
2nd Metal Men		60 fh	23.00	40 fh	27.00	149 fh	30.00
40 fh	55.00	61 fh	23.00	41 fh	27.00	150 fh	30.00
4th Metal Men		62 fh	23.00	42 fh	27.00	151 fh	30.00
41 fh	18.00	63 fh	23.00	43 fh	27.00	152 fh	30.00
Tommy Tomorrow		64 fh	23.00	44 fh	27.00	153 fh	30.00
42 fh	20.00	65 fh	23.00	45 fh	27.00	154 fh	30.00
43 fh	20.00	66 fh	23.00	46 fh	27.00	155 fh	30.00
44 fh	4.00	67 fh	23.00	47 fh	27.00	156 fh	30.00
Tommy Tomorrow		68 fh	23.00	48 fh	27.00	157 fh	30.00
45 fh	18.75	69 fh	23.00	49 fh	27.00	158 fh	30.00
Tommy Tomorrow		70 fh	23.00	50 fh	27.00	159 fh	30.00
46 fh	9.50	71 fh	23.00	51 fh	27.00	160 fh	30.00
Cave Carson		72 fh	23.00	52 fh	27.00	161 fh	30.00
47 fh	7.00	73 fh	23.00	53 fh	27.00	162 fh	30.00
Cave Carson		74 fh	23.00	54 fh	27.00	163 fh	30.00
51 fh	10.50	75 fh	23.00	55 fh	27.00	164 fh	30.00
1-Spy, Danger Trail reprint		76 fh	23.00	56 fh	27.00	165 fh	30.00
52 fh	27.50	77 fh	23.00	57 fh	27.00	166 fh	30.00
Doctor Fate and Hourman		78 fh	23.00	58 fh	27.00	167 fh	30.00
53 fh	9.00	79 fh	23.00	59 fh	27.00	168 fh	30.00
Doctor Fate and Hourman		80 fh	23.00	60 fh	27.00	169 fh	30.00
54 fh	22.50	81 fh	23.00	61 fh	27.00	170 fh	30.00
1st solo Energy Ace		82 fh	23.00	62 fh	27.00	171 fh	30.00
55 fh	16.00	83 fh	23.00	63 fh	27.00	172 fh	30.00
56 fh	16.00	84 fh	23.00	64 fh	27.00	173 fh	30.00
2nd solo Energy Ace		85 fh	23.00	65 fh	27.00	174 fh	30.00
60 fh	26.50	86 fh	23.00	66 fh	27.00	175 fh	30.00
1st Silver Age Spectre		87 fh	23.00	67 fh	27.00	176 fh	30.00
61 fh	27.50	88 fh	23.00	68 fh	27.00	177 fh	30.00
2nd Silver Age Spectre		89 fh	23.00	69 fh	27.00	178 fh	30.00
62 fh	225	90 fh	23.00	70 fh	27.00	179 fh	30.00
1st Bwana Beast		91 fh	23.00	71 fh	27.00	180 fh	30.00
73 fh	24.00	92 fh	23.00	72 fh	27.00	181 fh	30.00
1st Creeper (Ditto)		93 fh	23.00	73 fh	27.00	182 fh	30.00
65 fh	6.00	94 fh	23.00	74 fh	27.00	183 fh	30.00
1st Firehawk, Kubert		95 fh	23.00	75 fh	27.00	184 fh	30.00
91 fh	250	96 fh	23.00	76 fh	27.00	185 fh	30.00
Manhunter 2070		97 fh	23.00	77 fh	27.00	186 fh	30.00
100 fh	200	98 fh	23.00	78 fh	27.00	187 fh	30.00
101 fh	200	99 fh	23.00	79 fh	27.00	188 fh	30.00
102 fh	200	100 fh	23.00	80 fh	27.00	189 fh	30.00
Hawkman/Adam Strange		101 fh	23.00	81 fh	27.00	190 fh	30.00
103 fh	200	102 fh	23.00	82 fh	27.00	191 fh	30.00
Hawkman/Adam Strange		103 fh	23.00	83 fh	27.00	192 fh	30.00
104 fh	200	104 fh	23.00	84 fh	27.00	193 fh	30.00
105 fh	200	105 fh	23.00	85 fh	27.00	194 fh	30.00
106 fh	200	106 fh	23.00	86 fh	27.00	195 fh	30.00
107 fh	200	107 fh	23.00	87 fh	27.00	196 fh	30.00
108 fh	200	108 fh	23.00	88 fh	27.00	197 fh	30.00
109 fh	200	109 fh	23.00	89 fh	27.00	198 fh	30.00
110 fh	200	110 fh	23.00	90 fh	27.00	199 fh	30.00
111 fh	200	111 fh	23.00	91 fh	27.00	200 fh	30.00

1st Tilano & Lon Lemans	30.00	46 fh	10.00	125 fh	30.00	46 fh	10.00
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9..VFN.....6.00

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5..FN+.....7.60

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320..VG-.....10.00

321..VG.....13.00

322..VG.....11.50

324..VG.....11.50

327-329..VG-9.50

330..VG-.....6.60

330..VG.....9.50

332..FN.....13.25

332..VG.....10.00

332..VG+.....7.20

334..FN.....9.00

334..G+.....6.60

335..FN+.....18.50

335..VG.....6.30

338..FN+.....18.50

339..FN.....13.25

339..FN.....15.00

340..VFN.....21.50

340..VG-.....8.40

341..FN+.....19.50

341..VG.....9.00

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348..VFN.....18.75

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365..FN.....12.00

365..VFN.....15.00

366..FN.....11.25

367..FN.....12.00

367..FN.....10.00

367..G.....1.40

368..VFN+.....16.00

369..NM.....18.00

369..VG+.....8.00

370..FN+.....13.00

370..NM.....18.00

371..FN.....10.00

372..VG+.....8.00

372..VFN.....14.00

373..VG+.....8.00

373..FN.....10.00

374..FN.....10.00

375..VG.....7.20

376..VFN.....14.25

376..VG+.....6.60

377..FN.....8.70

377..VG.....6.60

378..VFN.....14.25

378..VG+.....7.50

380..VG.....6.60

380..VG+.....7.50

381..G.....2.50

382..VFN.....14.25

382..VG+.....7.50

383-384..VG.....6.60

386..VG.....5.50

387..FN.....10.75

387..FN.....9.00

389..FN.....9.00

393-394..VFN.....13.50

397..G.....3.60

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427..VFN.....6.90

428..VFN.....27.50

429..VFN.....13.00

430..FN+.....9.75

432..VFN.....18.50

433..G.....3.75

433..VFN.....18.00

434..FN.....8.60

434..VFN.....12.25

435..VFN.....14.25

436..VFN.....12.25

437..VFN+.....16.00

438..VFN.....12.25

439..FN+.....10.50

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COMICS

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243..G.....30.00

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295..VG+.....20.50

295..VG.....15.00

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306-307..VG+10.50

308..VG.....7.80

309..VG+.....10.50

309..VG.....7.80

314..VG+.....9.75

314..VG.....7.20

315..VG.....7.20

315..VG.....8.70

319..G.....4.50

322-323..VG-7.90

334-335..VG+7.20

340..VG.....7.20

350..FN.....9.40

352..FN.....6.80

352..VG+.....6.60</

Farewell, adieu to you and you and you...

Beyond 2000 by David Bishop
Rants and raves from Egmont's ex-Tharg



FIRST OFF, a piece of news that will be of limited interest. This is going to be my final *Beyond 2000* column for a while, perhaps for good.

Pressure of work is part of the reason for calling time. The next few months will be fiendishly busy with different jobs fighting for my time. Something has to give and *Beyond 2000* is first in line.

Excited no more!

But that's only one of the reasons. My enthusiasm for comics now being published has reached an all-time low. I can't get excited about what is filling the shelves or coming soon.

The Ultimate line from Marvel caught my interest for a while, but ultimately it was just more of the same. Brian Michael Bendis seems like a good writer, but if I want a remixed version of the greatest hits of Stan Lee or Frank Miller I'll just go get the relevant graphic novel.

I tried reading *Ultimate X-Men* but it went flying across the room in frustration before the end of issue one. Happily, it wasn't too creased and sold for a tanner on eBay, so some good came out of it.

I've stopped buying comics, bar a handful of titles. I used to get such joy out of visiting the nearest comic shop, grabbing up fistfuls of four-colour thrillers and reading them in the car before driving home. After a while I realised I was buying monthlies out of habit, taking them home and not even bothering to read them.

Now a trip to the comic shop is a desultory exercise that rarely unearths a new issue to get excited about. I gave up buying monthlies, thinking I would convert to graphic novels – but I can't be bothered with them either.

Ah, who cares?

The problem isn't with comics, it's with me. I just couldn't give a shit that an "Explosive new story arc" is beginning with "Two big issues" of *Ultimate Spider-Man* in May. Jim Lee's work on *Batman* has made the title number one with a bullet again? Ho-hum.

Worst still, I can't even get angry about the tripe that publishers dish out in an effort to convince readers we're entering a new Golden Age. Best-selling scribes can proffer theories about the cyclical nature of the industry and how a massive boom is just another the corner. Keep shouting the big lie long enough and loud enough, lads, people might just be gullible enough to believe you.

Marvel seems intent on pumping out a dozen new titles a month to grab a higher percentage of market share. Never mind the quality, feel the width is the company's new philosophy. Reminds me of the early '90s when a exec from the House of

Ideas flew into Britain and told the Marvel UK staff he needed their help to double the number of monthlies from 60 to 120 within a year. This was grist for the speculator mill, as was the vogue for pointless cover enhancements.

But the sad reality of the marketplace is that all these new comics are just being bought by the same old readers. Sure, Marvel of 2003 is a shit-load better than the dog days of the 1990s. Sure, it now has a comprehensive programme of graphic novel reprints. But the company still can't translate that into substantially improved sales levels for its core titles or crossover into new markets. Any breakthrough for graphic novels into bookstores across the US is being driven by manga – not by men in tights and capes fighting with each other.

Big-screen baloney

Maybe the rash of movies based on comics will save the industry? Maybe not. *Daredevil* was top of the box office for two weekends in February, grossing nearly 70 million dollars in a fortnight. But the film doesn't have legs or great word of mouth. It will probably crawl to a 100 million dollars max in the US. But it cost that much to make and market the movie and only a fraction of the box office gross goes back to the film's makers.

With luck *Daredevil* will break even at cinemas worldwide and make some money when the inevitable double-disc DVD hits the shelves this summer. There's talk of spinning off Elektra into her own film franchise, featuring *Alias* star Jennifer

Garner. It could happen – the character's a natural for a slice of chopsocky ninja nihilism. But I'm still waiting for that *Catwoman* movie Tim Burton was supposed to make in the early '90s. Any news on that yet?

Born in the UK

This column was launched nearly three years ago. The British comics industry hasn't changed much in that time. *2000 AD* still appears every week, unearthing new talent and fighting the good fight.

CoolBeansWorld arrived, hoping to persuade punters to part with pounds for the right to download unseen comic strips from the web. Alas, it was not to be and the venture folded. At least it begat interesting strips, several of which found their way into the *Judge Dredd Magazine*.

Big talking pretenders to the throne Com.X never managed to translate words into consistent action. They published a few comics and got a lot of ink for their hype, but poor time-

keeping crippled their credibility.

Games Workshop's Black Library imprint continues to feed its voracious readership. Last month *Warhammer Monthly* was just beaten by Eros Comics' *Blowjob* #5 in the Top 300 charts. This month it comes a close second to *Dildo* #2 from the same publisher. Of course, that begs the question – what was wrong with *Dildo* #1?

Don't forget to turn the lights out

But that's enough rambling from me. After 36 slices of ill-informed opinion and midget-minded observations, I'm pulling the plug. Force of habit will keep me going back to the comic shop, always hoping for a new title or talent to set the pulse racing like Frank Miller's *Daredevil* did in 1979, the revamped *Justice League* in the 1980s, or the cluster of cool crime comics in the late 1990s.

In the meantime, remember one thing when scanning *Previews* in search of forthcoming attractions – don't believe the hype.

Next month: A new CI feature starts, First Impressions. A look at single issues of established series with fresh eyes. Do they stand up in their own right for new readers or are they bogged down in a morass of their own continuity?



Rich Johnston's LYING IN THE GUTTER



The mild-mannered creator/writer of the Internet's original comics industry rumour and news column has outraged many a publisher and survived more than one change of website. But, despite several attempts to stop it, the Squiddy Award-winning gutterpress site continues to thrive, with over 20,000 hits a week at its new home of www.comicbookresources.com

From his unique vantage point, Rich often scoops the industry newshounds with his stories. Here are the highlights from this month's Gutter...

Silver Slave

I heard there is a **Silver Surfer** project in the works at Marvel by Bob Morales, the writer behind the recently hyped **Captain America: The Truth** series.

Bob didn't exactly confirm the story, there seem to be a number of other Surfer projects at Marvel (including the oft-promised Morrison and Quitely version) but he did elaborate a little.

"It's all very preliminary, coming about from a comment I made to **Cinescape**. When asked who my favorite African-American Marvel hero was, I said something like, 'The Silver Surfer - he became Galactus's slave to save his people then forever longed for his freedom!'"

"Axel Alonso asked if I would be interested in a Surfer miniseries, and I laughed and said yeah, if Marvel got Richard Corben to draw it, and then we both went hmmmmmm..."

More Potential Projects

Lying in the Gutters understands that **X-Statix** author Pete Milligan has an outstanding offer from Axel Alonso to write **Shanna the She-Devil** as well as a **Startling Stories: Stark** miniseries with art by Ted McKeever.

Who Dares Wins

Well, the figures are in. *Daredevil* the movie is a hit. Amongst non-comics journalists and movie-goers alike, it's done the business pretty much. Reuters reports that studio estimates have given it a gross of \$43.5 million in its first three days of release in the USA, setting a new record for President's Day and is the second highest February gross opening of all time, after *Hannibal*.

It's still a third of *Spider-Man*'s gross opening weekend. But this is out-of-blockbuster season and doesn't feature widespread recognisable trademarks, as well as being of a decidedly adult nature.

Given such a performance, we're sure Joe Quesada won't mind that his name has been given to a rapist in the film.

With Marvel getting mentioned in most mainstream reviews and in the film itself, maybe **Marvel.com** should have headlined with a *Daredevil* product?

A number of other comics properties have been watching *Daredevil* nervously, with quite a few people telling me that their greenlight was dependent on *Daredevil* making money.

So look forward to a lot of comicbook movies coming out in the next two years, from the most prominent to the most obscure.

Epic Tales

In the old days, **Epic** was the name of Marvel's adult-themed comics anthology, sold to the magazine market. It soon spawned a diverse line of creator-owned comics, unmatched in the industry, from **Groo**, **Alien Legion** and **A1 to Nightbreed**, **Yuppies In Love**

continued on next page...

Networks



Comics news and gossip on the Internet

Compiled by Chris Rice and the CI team of Netmites

Net sightings

The Curse of Liefeld

EVERYONE'S favourite industry punchbag, Rob Liefeld, has been taking up a lot of message board space online, mainly as a result of neither of the books he's currently associated with shipping on time. Everything old is new again!

There's been an ongoing thread on the Millarworld message board that Rob's been contributing to and very entertaining it's been.

In between feuding with one extremely tenacious and bitter poster he's been dodging and dissembling and generally offering very little hard information on what is actually going on with him at the moment.

He did have the following to say about the current state of Image though: In regards to Image Comics and any attitude they might have towards me, they definitely have more pressing concerns to deal with at the moment.

As pointed out elsewhere, their new "Shared Universe" titles have tanked out the gate. Numbers are abysmal and my sources have told me that Image Central will be lucky to last the next 12 months.

Huge cutbacks are in store and look for eventual defections as more creators like Oeming figure they don't need the Image brand name in order to sell a few thousand copies.

I really dig **Firebreather** and **Dominion**, everyone should check

them out, but they are in danger of fading fast. Fact is that McFarlane is a bottom line guy, as is Matt Hawkins and the gang at Top Cow, and it's getting harder to justify Image Central beyond the core of **G.I. Joe**, **Powers** and **MOTU**.

Image takes money away from Todd and Top Cow, so expect changes soon. At least that's what the scuttlebutt in Southern California says.

Fact, Top Cow and McFarlane Productions both moved to cheaper, smaller facilities in the last six months. Both have made staff cutbacks in order to increase the bottom line and offset the losses of their decreasing sales. This is a survival tactic and a smart one if taken early on, not so much if it is taken at the last minute, but necessary nonetheless.

Due mostly to hubris, small publishers don't make cutbacks because they don't feel that what has happened to others will happen to them.

Case in point, Top Cow's line of books, where one afternoon they're all selling at a nice profitable clip and two blinks later they've lost

50% of their sales. The smart tactic would be to cut the losses at the first sign of trouble and scale back to just a few titles rather than carrying a heavy load. Early on Todd cut his expanding *Spawn* line, withdrew to a few books, very smart move.

Top Cow however didn't see it coming and suddenly a company that routinely placed titles in the top ten and twenty has found it difficult to break the top fifty.

Now in smaller offices, Top Cow hopes to ride out the tide. One way to do that is to eliminate the Image Central office. The central office receives income derived from all Image comics, flat fees from each book published. If you fed say, 70 books a year into the label and paid one thousand dollars each issue into the central office, you'd be losing \$70,000 that could be going towards your bottom line.

You don't think Top Cow can facilitate their own printing and distribution responsibilities themselves? They've already figured out that they can and trust me

when I tell you, it's only a matter of time before the Image Central office is either integrated into McFarlane Productions or Top Cow or dissolved entirely.

Finally he did give some information on the two late books. Firstly on the licensed comic of TV show *Alias* (oh, and this does contain spoilers if you're an *Alias* fan who hasn't yet seen the 2nd series!): *Alias* has been delayed by (series creator) J.J. Abrams' desire to alter the first issue in order to reflect the drastic change in direction that the



Above: Shaft from Rob Liefeld's forthcoming mini-series, *Youngblood: Bloodsport*

show took. The quick dismantling of SD6 was not in the plans a few months back, but as soon as they changed direction for the season, he wanted to add more pages and Andy Park went to work.

J.J. is in charge on that book and we gladly defer to his wisdom. The end product is what matters and we will continue to facilitate their desires. In all fairness, I believe that J.J. thought he would have more free time than he has in committing to *Alias* the comicbook. Superman and the film have taxed him and we wait our turn in line. And we're happy to do so.

Then on *Youngblood*:

Bloodsport: As to all of the inquiries about *Bloodsport*'s ship date, I'm afraid I cannot tell you at this time. It's not because I don't know it, but because it coincides with other events that I don't want to reveal yet.

Business is very competitive and I believe in holding my cards close to my chest at this time. As unsatisfying as "It's coming soon" sounds, that's the best I can offer at this point.

So that's clear then. What is unclear is how the book will be distributed, as reputedly Diamond refused to carry it if it wasn't shipped by the end of February, which it wasn't. Liefeld seems to be suggesting that he'll sell it online, but how

large an audience he's likely to reach is well questionable.

Millar's Saviour

FORGOTTEN by Tripwire but still revered by those who remember it, *The Saviour* was published by small-press British publisher Trident and was Mark Millar's first creator-owned book back in the early nineties.

Banded for a relaunch through Vertigo a few years back, DC's treatment of Millar's *Authority* books scuppered that.

During a chat on his own site about ITV drama *The Second Coming*, which recently graced our screen, Millar said: I loved it. Slightly pissed off that it was all about Jesus coming back as a gawky guy in contemporary England because this is precisely the plot of my first ever comic, but *Second Coming* is a much, much tighter and more professionally done execution of the idea. I can only hope it encourages the middle class wanks who run UK TV to realise that science fiction is much more likely to reach the international audience they so desperately want than the succession of shitty cop shows we have to put up with over here. Like I said, a little annoying that my rethinking of *The Saviour*

now needs to be changed, but I'd come up with a completely different way of telling this story anyway as part of my creator-owned line-up. We've also got a date for the launch of these books. Details shortly.

Millar was rumoured to be one of the launch editors of Marvel's new Epic line, but this came from the fact that he was writing the launch book, which it would appear may well be *Saviour*. Networks remembers it well, and awaits this reworking eagerly.

Next on Agent X

NETWORKS is strangely interlinked this month as Marvel has announced that the new *Agent X* creative team will consist of *The Saviour* artist Nigel Kitching and *Road To Perdition* artist and Middlesbrough FC fanatic Richard Piers Rayner.

Both will be writing the book, and Rayner is also the regular artist. But as he's quite slow, Kitching will be doing a lot of fill-ins – they'll both be billed as regular artists though. Both are pretty good artists, but total unknown quantities as writers.

Apparently they're being tried out on six issues of an already cancelled book to see if they can turn it around. Not an unknown idea in comics, that's how Frank Miller got his start on *Daredevil*!

Rich Johnston's LYING IN THE GUTTER

continued from previous page...

and *The Bozz Chronicles*.

Since Bill Jemas came to the fore at Marvel, he's been threatening a revival. And for the last few years, Marvel has been promising creator-owned titles from a number of its A-List people. Expect some announcements very soon, and they're going to be odd ones.

The Epic line is being put together by Stephanie Moore – and there will be familiar and unfamiliar names there. Also expect Ralph Macchio and Bill Jemas to have editorial input, as well as Mark Millar.

Mark Millar is believed to be writing the launch book but expect to see a lot of very different books from some very different people, creator-owned and work-for-hire.

Also look for work coming from the individuals Millar chose as "stars of the future," people he promised to help give a leg up. Namely Mark Peyton, Brandon Thomas and Barb Lien. *Aliens/Dredd* writer Andy Diggle was also mentioned to me as a contributor. They all refused to comment.

Other names mentioned included John Romita Jr, the only person who has previously confirmed he has a title in the Epic line. The Kubert brothers are also believed to be involved.

In fact, despite rumours that have escaped about this project, for the amount of people involved, security is incredibly high. And indeed, people have said they've been threatened if they leak news.

Marvel seems to be looking far and wide for talent for a series of one-off projects. One unique aspect of Epic is, as well as featuring familiar A-list names, that a number of fans have been targeted and asked to pitch to the line. From *ComicBookResources* alone, a handful of columnists and regular message board figures have been asked to pitch.

One thing that has been commented upon is the pitch requests. Apparently pitchers have been told that Marvel get all rights to pitches using Marvel characters, whether they are used or not. Which means the individual can't take the ideas elsewhere with an eye to rewriting them for non-Marvel characters.

Also, a number of individuals are said to have turned it down due to a lower rate than they were used to. Indeed pay seems to be sales related, with a very low minimum payment for writers, on a full script submission.

And there are allegations that higher-priced writers with better deals have been teamed with low price artists to keep costs down.

But for attracting new talent to mainstream comics, Marvel has in one step leapt well over DC when it comes to recruitment. And they may well have bought up much of the vocal fan base that was bitching... but is now pitching!

And of course this can only help the precious marketshare that Tsunami is already flooding into.

On The Edge

A repeated rumour is that Dan Didio will be heading for Vertigo next, with a blunt axe. One scallywag speculated that if Karen Berger did indeed move on to other fields, would Didio tempt Axel Alonso back to the fold with the offer of Vertigo editor-in-chief?

Sweetening The Pot

Does the fact that Marvel is currently suing Sony spoil the well-founded rumours that Sony was to buy Marvel? Not a bit. Indeed, it appears that any possible acquisition isn't clear-cut, there are some Sony figures who need a bit of a financial push to agree.

And what better way to get rid of a potentially damaging lawsuit than by buying the litigant?

Internet comic, e-zine and website reviews

BUGPOWDER

THE resource site for everything you ever need to know about the British small press and independent publishers. While a bit basic in its design, it has a wealth of information including how to create your own comic, plus reviews and artist profiles. (TP)

www.bugpowder.com

WOMEN IN REFRIGERATORS

Self-confessed fan girl Gail Simone has compiled a huge list of all the female superheroes and supporting characters who have been raped, murdered or generally mistreated. Many creators have posted comments on the site including John Byrne, Barry Windsor-Smith and Peter David. Simone raises some interesting points about the apparent undercurrent of misogyny in comics but as Brian Augustyn points out, "I doubt there is any conscious intent on the part of creators. Try assembling a list of secondary male heroes who've died, and it might be just as long, maybe longer." (TP)

www.the-pantheon.net/wir

YMDB: Your Movie Data Base

Forget the essential online film resource IMDB.com (Internet Movie Data Base) and head for this instead. It's a listing of anybody and everybody's fave films of all time. What's the comics connection? Well, a number of creators have been posting here including John McCrear, Jimmy Palmiotti, Glenn Fabry, Billy Tucci and Christopher Golden. Messages to each creator can be posted on their individual sections – which has started some interesting discussions – and there are links to their own individual websites. It's a fascinating and scary peek into the minds of disturbed comic creators and what they watch when relaxing! (TP)

www.ymdb.com

Review Panel: Chris Bunting (CEB), Tom McSween (TM) and Tim Pilchur (TP)

Reviews

Because few retailers allow titles to be read before purchase, **Comics International's** comprehensive reviews section enables comics readers to keep abreast of the wide range of titles currently being published and draw readers' attention to comics they might otherwise ignore. Naturally, this section is of even greater benefit to readers who rely solely on mail order, as they can only judge the quality of a title after purchase.

Review codes: Individual titles are judged against all similar comics past and present on a 1 to 10 basis, while a comparison is made against previous issues of the same title, ranging from <--> to <++++>. Hence, a quality comic may score an 8 against all others, but have slid from a previous issue's 9, denoted by <-->. No change is marked <=>. We do not compare **Bone** with **X-Men**, but review each within their genre.

Review panel: Chris D. Bowen (CDB), Chris E. Bunting (CEB), Alex Carpenter (AC), Jon Edwards (JE), Kelvin Green (KG), David Knight (DK), Tom McSweeney (TM), Scott Montgomery (SM), Lee Nelson (LN), Mat Thomas (MT), Alex Thompson (MAT)

CrossGen

Brath Prequel

by Dixon & Di Vito + Vancata

Clan leader Brath leads his hordes into battle with imperialistic invaders. Not the mindless action one would have thought, as the monosyllabic savages are offset by the more educated perspective of Brath from an enemy soldier. The improving Di Vito is still guilty of creating carbon copy characters, although Schwager's sombre colours do deserve a mention. (LN) 7

Dark Horse

The Four Killers 1 – The Lonesome Rider

by Nizzi
& Kubert; Venture; hardcover

A typical, almost clichéd, western tale of murdered innocents and one man's quest for revenge, this latest episode in the long running Tex saga is competently written by Claudio Nizzi. But it's the art of Joe Kubert that pushes the title into the must-have category. But being churlish, having to pay \$14.95 for what is effectively a 45-page prologue is way over the top – regardless of the packaging. (AC) 9

The Nevermen: Streets of Blood 1

by Amara & Davis

Guy Davis with writer Phil Amara return to their 1930s style cyber-detectives following on directly from events of the previous series. A new menace awakens and hits the streets of the recovering metropolis Midnight City, while the undercover protectors go about their daily lives unaware of events unfolding. Davis's scratchy yet vibrant art perfectly depicts the quirky characters and the nuts and bolts reality of this retro-futurist adventure. (MAT) 7

DC Comics

Action Comics 800

by Kelly & various

<+> Joe Kelly and an assortment of high-profile artists contribute to this milestone

issue, saluting the Man of Steel. Kelly manages to get a keen fix on Supe's character and his torn ideals, examining his early years and the journalist who inspired him to face his destiny, while looking at how Superman has affected the lives of the everyday people in his world. Although the side tales come off as rather mawkish padding, they're let off the hook by some superb art from luminaries such as Alex Ross, Jim Lee, Ed McGuinness, Tim Sale and Kilian Plunkett. Shame these artists don't contribute more often. (MAT) 7

Astro City: Local Heroes 1

by Busiek & Anderson; WildStorm

Ghost in the Shell 2: Man-Machine Interface 1

by Shirow

In this sequel to the acclaimed cyberpunk thriller, the Jack Kirby of manga – Masamune Shirow – has for the first time bravely combined computer-generated images colours and textures alongside his traditional linework. While the figurework remains striking, the results are an uneasy mix of mediums, somewhat messily designed, sitting incongruously together. Storywise, like much of the Japanese creator's output, the anal script and convoluted storytelling are painfully oblique. Sadly, the book feels like an aesthetic step backwards compared to Shirow's earlier visual watershed,



the sublime Apleseed Book 4. (JE) 6

After six years, Masamune Shirow releases the follow up to his masterpiece of cyber-punk manga. It's certainly worth the wait; Shirow's fully realised CGI backgrounds are a mightily impressive feat, as is the dense plotting, following cyborg Motoko Kusanagi and her robotic companions as they deal with the threat of e-terrorist attacks. Although the colours are perhaps a little too shiny at times, and Shirow packs in some busy pages, his beautiful designs more than make up for it, as he hints here at a larger metaphysical plot. (MAT) 8

Appropriately titled Newcomers, this standalone episode provides an introduction for those who missed out on the previous run of Astro City. A hotel doorman greets tourists who go on to encounter Samaritan, Crackerjack and Cleopatra. In his touching text piece, Busiek reveals how mercury poisoning halted his work on this title. Now diagnosed, he is in recovery; and of course we wish him well. (DK) 7

Doom Patrol 17

by Arcudi & Huat

<=> Cliff, the Robotman, thinks he's foiling a desert highway kidnapping, but isn't thanked for his attentions. Then he gets the touching family reunion he's been travelling for. Despite a misleading cover, this title gives readers exactly what they want each month – occasionally more, but never anything less. Why can't more comics be like this? (DK) 8

The Flash 194

by Johns & Kolins + Hazlewood

<--> The Flash adopts a topical approach to foreign policy. He's off to Gorilla City to take revenge on Grodd for his jailbreak atrocities, until the new friendly apes in charge teach him a lesson in humility: they too want custody of the Big Bad Ape. The Gorilla City depicted here is either a marvel of Simian Civilization or an Ewok village, depending on your point of view. (DK) 6

Global Frequency 4

by Ellis & Martinez; WildStorm

<=> Internet loons have set up bombs in their office and two mismatched Global

Frequency agents have to save the hostages in a John Woo-esque orgy of gunplay. The script is taut, dark and funny, and the clean art is uncluttered and dynamic. No-one else does cool action like this. (MT) 8

Gotham Central 3

by Brubaker & Lark

<+> Detectives Driver and Chandler continue with the Bonnie Lewis case, which has moved up from kidnap to murder, while the elusive Firefly continues to torch Gotham. And, quite frankly, multi-character police dramas have never had it so good. The art and writing are both top-notch and distinctive, is there any reason not to buy this title? (MT) 9

Harley Quinn 29

by Lieberman
& Huddleston + Nixey

<+> A mystery man gets one of Harley's patients to blow her up, and plants a crossword puzzle in the paper that adds a poetic twist to his 'revenge'. Harley now knows who framed her for the murder of Bishop's partner. Still no jokes, though. (DK) 5

JLA 77

by Veitch & Banks + Faucher

<=> A routine plot in which an alien artificial intelligence steals the memories the JLA need for their powers to work. We know Green Lantern won't be left to suffocate on the surface of the moon when he forgets how his power ring works, but there's actually a scary moment where Batman, robbed of language, can only say 'Blup flebb bluh bleh.' (DK) 6

JSA 45

by Goyer + Johns
& Kirk + Champagne

<+> The re-emergence of Dove precludes the wiles of Mordru and the inevitable appearance of Extant (formerly Hawk). Leonard Kirk and Keith Champagne seem invigorated in recent issues and it is small wonder that DC has been shrewd enough to sign Geoff Johns to a three-year exclusive contract. (CDB) 7

The Spectre 26

by DeMatteis & Breyfogle + Janke

<=> J.M. DeMatteis cleans house as the Spectre gains momentum towards its finale. Never sitting comfortably within the DC Universe, rather gravitating to Vertigo aspirations, a bastard outcast of the crime fighting genre. Perhaps the book would have been rewarded with more success had DC took the brave step of stamping the cover with the Vertigo insignia and letting DeMatteis really cut loose. (CDB) 6

Stormwatch: Team Achilles 8

by Wright & Coker; WildStorm

<+> Another guest artist is dragged in to illustrate Micah Ian Wright's hard-nosed UN post-human response team. Tom Coker does a brilliant job of aping Jae Lee's moody jagged artwork for a more sombre issue as Finnish veteran Jukka visits his home country and shares a beer with The Authority's

Midnighter. Citizens of Finland may be surprised to find out that their countrymen have been annihilated in the WildStorm Universe, but may take solace in finding that the macho Midnighter wears glasses. (MAT) 6

Superman vs Darkseid: Apokolips Now

by Schultz & McKone
+ Smith + Alquiza

Well, this does what it says on the tin. Superman fights Darkseid on Apokolips. Now. And some of his sidekicks fight some of Darkseid's stooges to fill pages. The fighters are evenly matched, both having the incredible ability to speak entire paragraphs while throwing single punches. The art's not too bad, but the plot in this tedious back and forth with FeelGood Ending is nonexistent. Everything that's wrong with comics. (MT) 2

Image

The Clock Maker 1

by Krueger
+ Smith + Howard + Halbleib

CGC will hate this spine-breaking series, but Jim Krueger's folded format allows his intriguing cinematic vision to be fully realised. Krueger pays homage to classic fantasy writers with his big concept story, as a cynical young woman returns to her native Switzerland to take over the family duty of tending to a giant clock that keeps the world in motion. Unfortunately the format results in a halving of the page count, therefore impeding the speed of Krueger's epic storyline. (MAT) 6

Grrl Scouts: Work Sucks 1

by Mahfood

Jim Mahfood brings his sassy street gang back to the comics world for a new series which finds the girls attempting to give up the criminal life and seek work. Of course their best intentions go awry. Mahfood's stylish graffiti-like artwork is as knowingly cool, yet amusing as ever; but his street-talk remains grating. Okay Jim, you've got one impressive record collection, but do you really need to brag about it, dude? (MAT) 6

Masters of the Universe 3

by Staples & Santalucia
+ Fontana; MVCreations

<=> The Shard of Darkness continues to cause chaos for He-Man. Evil-Lyn has been presented as the major antagonist throughout this series, with Skeletor, in a clever move to build the suspense, placed on the back-burner... until now. Next issue's finale will no doubt be a big blowout, but this title really does have the power to become a continuing series. (CEB) 8

Marvel

Alias 19

by Bendis & Gaydos; MAX Comics

<=> Jessica tracks down strung-out Spider-Girl Mattie, finding her to be the doped up pawn of a trendy drug ring that's smoking

Wonder Woman 188

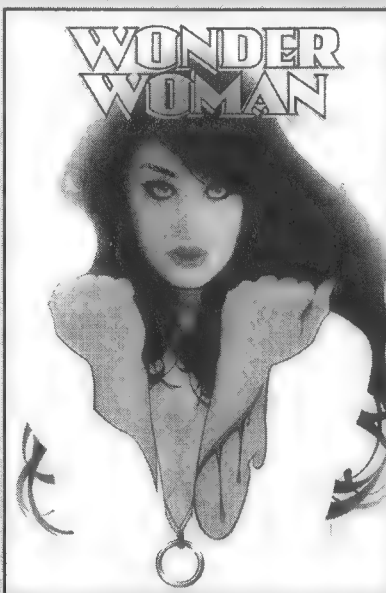
by Jimenez & Jimenez

<=> Did we really need this? For his final issue, Jimenez indulges himself by incorporating just about every naff costume the saintly Lynda Carter ever wore in the TV show that will forever live on in the minds of certain fans. Anyone for a skateboarding Princess of Themyscira? When not satisfying this unnatural urge, Jimenez took some time to wrap up a few dangling plotlines (but not all) and concludes on a cheery high note to end another day in the life of Wonder Woman. (TS) 4

Wonder Woman 189

by Simonson & Ordway

<=> Hurrah! Walt Simonson takes over for a six-month story arc, and my interest increases ten fold. Simonson opens with an intriguing premise, with enough foreshadowing and plot to keep me guessing. Wonder Woman has vanished without a trace, but who is that woman dressed in white with a warrior's heart? It was great to see Diana react instinctively and decisively for once, despite her apparent confusion. The pencil art by Jerry Ordway (with P Craig Russell on inks) are fluid and dynamic without fussy attention to detail. Above all, this is a rollicking good comic book. (TS) 7



bits of her flesh for temporary mutant powers. No, really! Bendis's immersion of a world-weary PI into a superhero universe is consistently spot-on (which is saying something these days) and Gaydos's murky art is perfect for the scummier side of NYC. (MT) 9

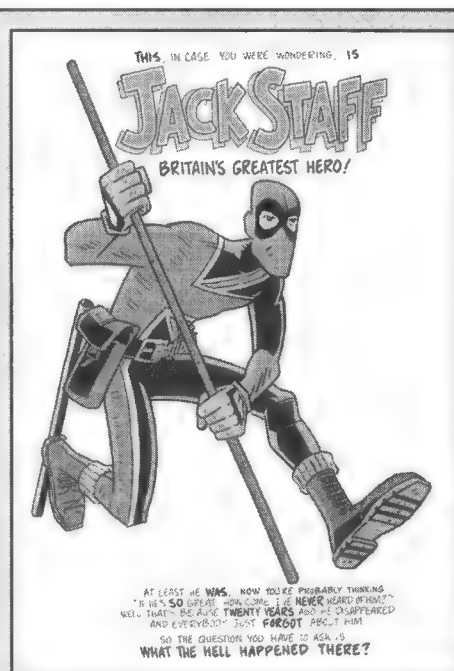
<=> Jessica's investigation into her flat mate's youthful super-powered intruder gets her into yet more difficulty. At the violent end of drug-induced mutant gangsters, some embarrassing moments getting fixed up in hospital, and to top it all, getting attacked by the original Spider-Woman! Brian Michael Bendis seems intent to drag poor Jess through the worst possible

situations: lay off the girl, damn it! That I care so much for this character hopefully says more about Bendis's excellent writing on this title than my own nerdish obsessions... (MAT) 8

Avengers 63

by Johns & Davis+ Farmer

<=> Standoff concludes as Thor, protecting his mortal followers, has to take on Iron Man and Captain America with Doctor Doom pulling the strings and World War III looming. Art team Alan Davis and Mark Farmer are on top of their game as always, while Geoff Johns clearly demonstrates



credibility. Grist's answer to Marvel's Union Jack has a much more authentically English feel than the Captain America clone; while his stripped-down artwork has a naïve charm that gains extra appeal with the addition of Phil Elliot's colours. Grist pays gentle homage to British comics of old with his references to aging heroes and also by his use of multiple yet interconnecting character strips. (MAT) 7

Jack Staff 1

by Grist & Elliot

This homage to the boys' adventure comics Fleetway published in the '60s and '70s takes the form of an anthology book with segments run together into a single narrative. Features a robot superhero, a vampire reporter, and an apparent Captain Hurricane parody (Weapon 'H', geddit?) as a raging Hulk-like beast. Could do with an editor to make it more coherent, but this has great potential. (DK) 6

Paul Grist takes his self-published British superhero to the big boys, in the form of a series to further bolster Image's own indie

that he's a gifted writer... but I'm still unconvinced about Cap's shield getting damaged. (CEB) 7

<=> Alan Davis concludes his stint on the Marvel Heroes, as Cap jumps into the affray between fellow team members Iron Man and Thor, who have been manipulated by Dr Doom. As ever, Cap inspires his troops, but all is not well for the team. Geoff Johns does a fine job portraying these classic Marvel creations, but it is Alan Davis's clean lines and powerful panels – aided by regular inker Mark Farmer – that really make these characters jump out of the page. (MAT) 7

Captain Marvel 5

by David
+ ChrisCross + Sotomayor

<=> Insanity holds Genis firmly in its clammy grip. Forget the relaunch. Check the cool new costume; the brave approach; rendering by ChrisCross and Chris Sotomayor captivating in its expression; plotting by Peter David demanding of praise. Hooked yet? Because if not, Captain Marvel's not the only one who's crazy. (CDB) 8

<=> Captain Marvel is dead. Dead good, that is! Bet you thought he really was dead. Well, actually he is. Seriously. If you don't believe me read this issue for yourself. Writer Peter David and artist ChrisCross aren't pushing the envelope here, they're pushing the whole mailbox! Truly tremendous. (CEB) 9

<=> The demented Marvel must have some really serious issues with his father, as he has a 'talk' with dearly-departed Dad, only to find himself drawn into a cosmic case of parental rejection. ChrisCross's art on this book is simply stunning and the direct colouring really brings out the best in his work. Peter David's spot on pacing manages to bridge the pathos, comedy and action with apparent ease. This really is a top quality superhero comic. (MAT) 8

Daredevil 43

by Bendis & Maleev;
Marvel Knights

<=> Characterisation is the key here. Gone are the days of superheroes in contrived circumstance beating the odds against a gaudily clad megalomaniac. This is the 21st Century. We want plot, subplot, interaction, atmosphere, fantasy and realism filtering through the flying fists. Brian Michael Bendis gives Daredevil individuality, and Alex Maleev carves that vision into the printed page. (CDB) 7

<=> Okay, this is not your naïve blind Spidey rip-off frolicking around bashing spandex-clad super-powered criminals that some folks may hanker for, but that little bit more that others demand from their comics... Brian Michael Bendis's propensity for talking heads panels may be a little overwhelming, but his dialogue is so much better than the best Chris Claremont soliloquy. Similarly Alex Maleev's gritty art evokes the much darker world of the vigilante, but this is more than a return to post-Watchmen territory. This is one of the best books Marvel has published. Period. (MAT) 9

Iron Man 65

by Grell, Laws, Ryan & Parsons

<=> Tony Stark's inventions used for terror

Address: <http://www.comix-shop.co.uk> > go

COMIX
Nice!

Savage Dragon 104

by Larsen

<=> Respite from saving the world, as Dragon and Smasher get hitched and Erik Larsen adopts a somewhat uneven newspaper strip format for most of the issue. Long-time Dragon fans would have expected bedroom action in a honeymoon story, but they would also expect the points that are made about the conflicting demands of parenthood and romance. Unfortunately, putting Angel centre stage throughout makes her needlessly appear to be a precocious brat. (DK) 7

<=> This once great title degenerates even further as Dragon gains a stepdaughter and the strip literally morphs into a hideous Kirby-esque Calvin and Hobbes clone without the charm or humour. If four panel comic strips with a superhero flavour are your bag, check it out. Otherwise avoid. (MT) 2



attacks. Although some engaging moments breach the surface, the premise implies well-trodden ground. Michael Ryan's initially encouraging contribution now seems suppressed, hinting at unplumbed reserves. (CDB) 4

Marvel Double Shots 4

by Rucka & Janson + Gilbert; Marvel Knights

<=> A lacklustre Iron Man tale reflecting the dangers of loneliness and self absorption introduces the last Double Shots. Klaus Janson's work dates badly when compared to the Hitch's or Cassaday's. The Dr Strange



Captain America 8

by Reiber + Austen & Hairsine + Miki; Marvel Knights

<=> Portraying Steve Rogers in a flashback as a naive boy scout draws the conclusion that this arc suffers too many cooks, with John Ney Reiber being discarded half way through plotting the story. Trevor Hairsine's 2000 AD/Bryan Hitch-like approach lacks John Cassaday's flair but retains a fluid animation and vibrancy. (CDB) 5

<=> When Steve Rogers' old friend Inall Redpath plots to destroy the US government and return the country to the control of his people, it goes without saying that he'll have to go through Captain America first. Assuming, that is, Cap can survive all the treachery and ulterior motives surrounding him. Writers John Ney Reiber and Chuck Austen forge another dark and daring tale, scripting straight to Trevor Hairsine's artistic strengths. Intelligent. (CEB) 7

Captain America 9

<=> Improving on last issue, Cap is presented as a gutsy, never-say-die idealist. A conflict between Native American claims against the American Dream is a valid dilemma, justified in a patriotic title. As with the title's writer changes, now Trevor Hairsine departs this issue in favour of Jae Lee from issue 10 onwards. (CDB) 8

<=> Behind another iconic cover by John Cassaday lies some pretty disappointing artwork by Trevor Hairsine, whose more open style is spoilt by the heavy-handed scratchy inking of Danny Miki. The art is really the only thing that keeps this series going. John Ney Reiber's work has been disappointing to say the least; while full of ideas, he seems unable to write an action comic. Perhaps Chuck Austen - whose influence can already be felt - and Jae Lee's art will be better suited to this book? (MAT) 5

yarn in contrast purposely alludes to the Steve Ditko era and rounds this series off admirably. If only Marvel could bury the hatchet with Ditko. (CDB) 6

<=> Another rather disappointing issue of the two-tale title brings the series to a close. Klaus Janson applies his rather messy inks to Greg Rucka's inconsequential Iron Man story of a Pygmalion inventor gone bad. Meanwhile Michael T Gilbert fails to boost the likelihood of a new Dr Strange series in a comical "guess what happens" story. It's a pity that the talent brought together for this title couldn't have been applied more thoughtfully. (MAT) 5

New X-Men 137

by Morrison & Quitely + Avalon

<=> The X-Men finally put down the teen revolt, having literally let Quentin Quire's gang get away with murder. It's all here: action, tension, stilted dialogue and a gripping cliffhanger. Has the riot at Xavier's resulted in the death of Emma Frost's star pupil? Maybe Xorn can do something for her (he is a healer, after all). (DK) 7

<=> The rebel students hijack the school open day, causing umpteen amounts of damage for Xavier's mutant PR as Grant Morrison brings the riot to an uncomfortable end. Frank Quitely draws comical fleeing fat folks and weird mutant teens brilliantly, but why oh why is he forced to portray that cringe-inducing Ultimate Wolverine goatee and floppy hairdo? Surely the fashion mistake of the century? (MAT) 9

Soldier X 8

by Macan & Kordey

<=> Darko Macan and Igor Kordey bow out of this X-title by exploring the future consequences of Nathan's Askani religion and a young follower who learns to accept his sacrificial role in life. Despite being a rather odd tangent, this makes for an intriguing conclusion. Kordey's art makes similar changes: although usually messily inked it takes a surprisingly delicate look under Matt Madden's pastel colouring palette. (MAT) 6

Thunderbolts 76

by Arcudi & Velasco

A shady promoter seeks out failed supervillains for underground slugfests. While a strange (but not wholly unique) premise, Arcudi succeeds in making this readable by grounding his characters in reality and giving them a quiet dignity. Velasco's wildly exaggerated style suits the disparity of the cast and also plays up the results of their beatings. (LN) 6

The Truth: Red, White & Black 4

by Morales & Baker

<=> The chemically enhanced super-troops are thrown into a botched undercover operation behind enemy lines, causing violent cracks to appear in the survivors' comradeship. Robert Morales's telling of the origins of the Captain America program continues to be a lot more cynical about American interests than the flag-draped Marvel Knights writers. While it's a welcome voice, I continue to have reservations about whether this is the

most suitable place to showcase Kyle Baker's stylised computer-generated cartoon art. (MAT) 7

Ultimate War 4

by Millar & Bachalo + Townsend

<=> Despite Mark Millar's wide-screen action and wisecracking dialogue, the conclusion to the Ultimates vs X-Men confrontation proves to be a rather disappointing finale. Chris Bachalo's art improves slightly, but he really isn't adept at portraying the dynamic action-packed pages called for by Millar's script, remaining muddled under layers of ink and uncalled-for details. Unfortunately, the main crime of this miniseries is lack of resolution and that it is "to be continued" in the pages of another comic. (MAT) 6

Uncanny X-Men 418

by Austen & Asamiya

<=> A new breed of mutant. Superior, vicious, unrelenting. Chuck Austen delves into the psyche of the X-members, and parades his talent for drama. The artwork however is painful in its execution and totally undeserving of gracing an X-title. If Dragonball Z is the limit of your expectations, this book is for you. Those of us with higher standards await the return of Ron Garney. (CDB) 3

Unstable Molecules 2

by Sturm & Davis

<=> Playing off similar parallels between art and reality that won Michael Chabon a Pulitzer Prize for The Amazing Adventures of Kavalier and Clay, James Sturm and Guy Davis continue to relate the fictitious lives of the people who inspired the Fantastic Four, concentrating on frustrated and oppressed house wife Susan Storm, who finds herself unable to live up to her own expectations and those of her judgmental neighbours. Davis's scratchy artwork coupled with Sikoryak's flights of fancy create an all too believable world. (MAT) 6

X-Men Unlimited 41

by various

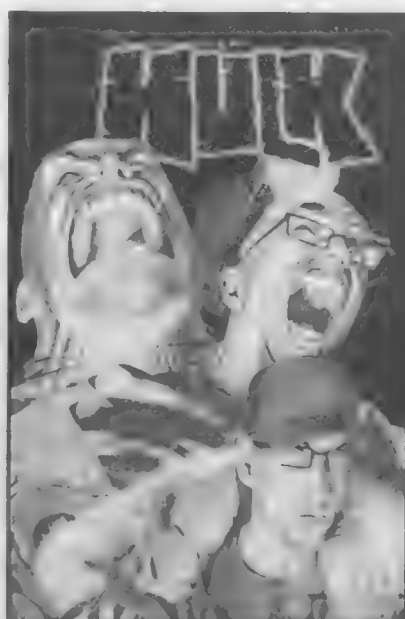
<=> Another intriguing yet rather hollow bunch of X-tales. Chuck Austen and rising artist Scottie Young team up to tell an alternate X-Men story starring the dimension-jumping Exiles, as they call upon a certain adamantium-clawed savage to deal with a boy and his "pet" spider. Mike Allred lets artist Nick Derington do the art duties for their amusing Beatles pastiche on media-driven mutants the X-Statix, while Pete Milligan rips into pop idol TV shows as a young mutant learns to control his BO. (MAT) 7

US Indies

The Cartoon History of the Universe III

by Gonick; W W Norton

A perfect synthesis of education and entertainment that shows the heights to which the comics medium can aspire. In the 300 pages of *From the Rise of Arabia to the Renaissance*, Larry Gonick reprises over 1,000 years of history and there's not a boring moment. The best comic since Cartoon History of the Universe II,



Incredible Hulk 50

by Jones & Deodato Jr

<=> As Bruce Banner now controls the behemoth within, so the pace of the book is held in restraint by Bruce Jones. With sporadic surges of violence, humour, tension and tenderness the scene draws towards a palpable confrontation. An appreciative welcome to Mike Deodato Jr, whose talent has amassed perceptibly since his previous stint. (CDB) 8

<=> The forces following Banner attempt to bring the Abomination into the fray while Bruce finally get his green jeans off. Jones brings the intertwining fates of Banner and Blonsky to a head with a killer twist, while Deodato's hazy visuals match the script at

every turn, adding even more quantity to an already fine book (LN) 8

<=> Is this really the same Mike Deodato Jr whose work graced the pages of Hulk, Thor and a ton of other titles in the mid-'90s? Surely he's been replaced by an alien body-snatcher who can actually draw? Achieving much from some moody photo-referencing, Deodato does wonders with Bruce Jones's rather leisurely script. But Jones's plots are still suffering from slow pacing, as in using this entire double-sized issue to merely set up another Hulk/Abomination fight. Seems wasteful rather than perceptive. (MAT) 6

and that was in 1994. (AC)

10

Courtney Crumrin and the Coven of Mystics 2

by Naifeh; Oni Press

<=> Boo and Quick, the cats of her magical neighbourhood, take Courtney to meet their leader at a secret council, and a moonlit adventure begins. This is full of cats, which is great for people who like that sort of thing. We are told that Mittens, a

Rawhide Kid: Slap Leather 1

by Zimmerman & Severin; MAX Comics

A scene-setter in which Cisco Pike causes trouble in town and the Kid rides to the rescue. Comedy inter-textuality name-checks the Lone Ranger and the school mistress from Walnut Grove. Everyone notices that Rawhide Kid's a sharp dresser, but any effeminacy in his manner of speech goes unremarked. The Sheriff's father-son talk after his deputy gets killed is priceless. So far nothing that Marvel's PG rating wouldn't cover. (DK) 6

The Kid arrives in town soon after the shootin' of the local sheriff and sets up camp. The portrayal of Rawhide as a raconteur jars with the harshness of the opening exchanges, and his predilection for the company of young boys is a little too suspect. John Severin however, makes up for Ron Zimmerman's storytelling deficiencies with some top-notch work (LN) 4

After all the protest and hype surround the release of this comic, I'm left wondering what all the fuss was about. Classic Western artist John Severin does another cracking job at portraying life on the frontier with his unmistakable scratchy crosshatching; even Ron Zimmerman's plot isn't too cringe-worthy, nor his Rawhide Kid overly camp. Will this cause innocent boys and girls to question their sexuality and have immoral thoughts? I very much doubt it. (MAT) 6



contender for the leadership, is deadly. Anyone who liked Sandman: a Dream of a Thousand Cats will probably love this. (DK) 7

The Magic Whistle 8

by Henderson; Alternative Comics

Four stories by Sam Henderson, the highlight of which is Chugbot, a highly humorous story about a drinking, dancing robot. Henderson's sketchy-although-unique pencils perfectly complement his writing, but this certainly isn't intended for the younger reader. Sometimes funny, sometimes plain weird, check this out if you like your comics a bit... alternative. (CEB) 7

The Pogostick 1

by Columbia & Persoff;

Fantagraphics Books

A spiralling journey into the mind of Audrey Grinfield, a man who is increasingly struggling to control himself and cope in the world around him. Testament to writer Al Columbia's talent is that despite no presence whatsoever of super heroics and shock values, there's a fantastic cliffhanger. Artist Ethan Persoff brings equal substance to the title, each and every frame saying more than many entire comicbooks. (CEB) 8

The Tick's

Golden Age Comic 3

by Silvia & Garcia;

New England Comics Press

The Tick returns from South America to tackle a crime wave inspired by Herr Comrade Doktor Skar. Tick, Arthur and a Dick Tracy parody named Colon Macquire feeding coins into a giant slot machine to catch a petty crook hiding inside it raised a chuckle; but overall a hackneyed and unsubtle spoof. The Golden Age backdrop was good for one, maybe two issues, but it's just not funny any more. (DK) 4

Weapon Brown

by Yungbluth; Death Ray Graphics

52 pages collecting Jason Yungbluth's four-part apocalyptic satire on the Peanuts characters as adults, first printed in his Deep-Fried anthology. A round-headed kid, flying a kite when the bombs drop, is inducted into a cyborg weapons programme. Beautifully drawn, hilarious, but by turns affectionate and savage to the point of degradation. The gag is, nevertheless, brilliantly sustained to the end. (DK) 9

Canadian Indies

Louis Riel 9

by Brown; Drawn & Quarterly

<=> Chester Brown - now gratefully aided by a Canadian Arts Council grant - continues to relate the history of the Metis rebel leader in his usual dry manner. Brown's work is the complete opposite of your usual historical dramatisations, with pondering moments, pauses, and corrections of his account in the footnotes. With its chunky character designs and intentionally rigid panels this makes for a

unique comic and history lesson rolled into one. (MAT) 8

UK Indies

Monster Club 2

by Wallis & Emms; AP Comics

<=> Mia, under cover in an insane institution, attempts to discover the truth behind the mysterious goings-on, but the answer comes to her ... in the form of a deadly Class One. There's no doubting the skilfulness and flair of Kit Wallis's art and colour, but although an improvement on last issue, Wallis and co-writer Richard Emms really need to bring the scripting up to the same level to make this a winner. (CEB) 6

UK Newsstand

The Avengers United 24

by various; Panini Comics UK

<<-> A slightly disappointing issue, as the main story struggles to impress, while the back ups are only just adequate. More quality control is needed when selecting what to reprint in this great value comic. (KG) 6

The Beano 3162

by various; DC Thomson

This legendary humour title has perennial troublemaker Dennis the Menace arranging a chaotic photo shoot for his band, The Dinmakers. Elsewhere, comic chums like Billy Whizz, Little Plum and The Bash Street Kids (joined by their canine counterparts, The Pup Parade) are up to their usual mischief. Wonderful stuff. (SM) 8

Commando 3597

by various; DC Thomson

<=> The Fiercest Feud is the concluding chapter of a two-issue tale of honour and vengeance. In the year 1702, wronged lawyer Samuel Kernie has fled the Scottish Highlands to the colonies of North America, closely followed by his lifelong enemy, the villainous Gordon Merick. The scene is set for a final reckoning between them. A rare historical drama from Commando. (SM) 7

Judge Dredd The Magazine 203

by various; Rebellion

<=> This month featuring a 12-page Dredd story by fan favourites John Wagner and Ian Gibson. The 1976 classic *Darkie's Mob* by Wagner and Mike Western shifts up a gear. Pat Mills entertains us with the reprinted *Slaine: Time Killer*, and educates with *Black Siddha* (so the two aims really are incompatible, then). Also includes *Family*, *Devlin Waugh*, *Juliet November* and part 13 of David Bishop's 2000 AD history *Thrill Power Overload*. (DK) 8

2000 AD Progs 1326-1329

by various; Rebellion

<=> An enjoyable conclusion to *Slaine: Moloch* (but this was only Book 1, Grud

help us!). *Bec and Kawl's* dig at *Slaine's* 'neo-pagan gibberish' almost excuses their own unwelcome return. Acid blood vies with plot for centre stage in the *Dredd/Aliens* confrontation. The VCs are back in their element: space-side combat vs the Geeks; and Nikolai Dante alternates between action and intrigue. *Avatar* and *Tales of Telguuth* return with Prog 1329. (DK) 7

Small Press

Berserkotron 1

by Robertson;

99p from D. Robertson

5 Kenmore Terrace, Lawside

Dundee DD3 6EE

The story of socially outcast school kids

and their entrance into a "robot wars" competition. Features humorously-named killer robots, failed chemistry experiments and magic paint. Lightweight, fun and a very enjoyable slice of escapism. The artwork varies a little in consistency but by no means detracts from an easily accessible comic. (AS) 6

CAOF 23

by various;

£1.80 from Smallzone,

10 Cleveland Avenue

High Ercall, Telford

Shropshire TF6 6AH

A slim anthology title featuring five strips, three of which are self-contained. The ever popular Marc Olivent makes an appearance, but his undeniably slick artwork is let down

Freemind 3

by Michelinie & Giordano + Layton; Future Comics

<=> Mac, whose mind is trapped inside a robot, goes on a mission to rescue his kidnapped human form. No sooner has he done so than he uploads his mind into the Freemind prototype to battle the bad guys. Who's stranded more here: Mac, who until hours ago was a disabled gamer? Or the reader who has to suspend a little too much disbelief? If that doesn't get you, the '80s-speak certainly will. (CEB) 4

<=> After a false start of Diamond-busting - attempting to sell directly to the reader - new publisher Future Comics acquiesces with Freemind's third issue and makes the title generally available. Sadly, this issue isn't likely to encourage retailers to go back to Diamond for the resolicited first two issues as the collected top creators of yesteryear prove themselves to be stuck in an age of simpler storytelling and unable to produce a commercial title for the 21st century. Check the work of today's top talent before investing further, guys. (TM) 5



Metalix 2

by Michelinie & Lim + Layton; Future Comics

<=> Owen is kidnapped by Max Krome, so the team goes into action to save him, but not before making some improvements to Metal X. Despite the unquestionable talent of the creators involved in this book, unless it is aimed at a younger audience, it's hard to see enough of anything fresh to make it exceptionally appealing. Artist Ron Lim is as dynamic as ever, but he cannot be expected to make up for Michelinie's seriously lacking script. (CEB) 5

by a clichéd story. Tony McGee also adds his rough but expressive style to the mix (the last three panels of his strip in particular are exquisite). Engaging from cover to cover. (AS) 6

Freakdaddy 2

by Sainsbury;

£1.50 from There Goes Tokyo

145 Clydesdale Road, Byker

Newcastle Upon Tyne NE6 2EQ

Cliff Sainsbury's hyper-violent antihero returns for a graphic and explicit rampage through Chicago. With more corrupt cops, dead hookers, murder and porn per page than you can possibly imagine this is strictly adult only. Emotive and occasionally stunning artwork coupled with a sleazy yet spot-on script make this a must-have for anyone who likes their comics hardcore. (AS) 8

Hope for the Future 5

by Perrins & Livesey;

£2 from S. Perrins

1 Newton Park Mansions

St Marys Road, Leeds LS7 3JX

The Christmas issue. Each issue seems to get better than the last, and they were pretty damn good to begin with. This has natural dialogue, strong artwork and a good story. Replete with conversations any fanboy or nerd can relate to. Also, this issue includes the comic version of a director's commentary, with interesting tidbits on the making of the issue. (LO) 7

Judgement Is Nigh 1

by Solomon & Hepburn;

£1.50 from Smallzone

10 Cleveland Avenue

High Ercall, Telford

Shropshire TF6 6AH

This 20-page post-apocalyptic sci-fi superhero actioner bristles with enthusiasm, but the macho, John Romita Jr-inspired visuals are hurt by coarse inking, while the underwritten script is littered with typos. A highly promising, testosterone-powered book that merely needs a little polish. (JE) 5

Sacrifice 1

by Hartwell & Swan;

50p from Smallzone

10 Cleveland Avenue

High Ercall, Telford

Shropshire TF6 6AH

With this clocking in at only eight pages (including cover) to call it a cautious debut is an understatement. New creators Dan Hartwell and Kirsty Swan have fashioned a dynamic space opera, nicely drawn and cleanly inked. However, a more substantial approach is needed rather than the overly tentative toe-dipping displayed here. (JE) 4

Schtumm 2

by various;

£1.50 from There Goes Tokyo

145 Clydesdale Road, Byker

Newcastle Upon Tyne NE6 2EQ

Another incredibly varied anthology masterminded by Andy Konkykru. An international cast of talented contributors makes this selection of wordless strips a

delight to read. Both artwork and writing is of a great standard, and this really does have something for everyone. (AS) 9

Sentence

by various;
£8 from comic shops or
www.bugpowder.com/sentence

What happens when you gather together eight of the most original small press creators in Britain and tell them to make strips using only one sentence? You get one of the best small press anthologies to come out in years. Containing luminaries and rising stars such as Malcy Duff and Tom Gauld, as well as established artists such as Nick Abadzis, this is an indispensable volume. This anthology is also perfect for foreign markets, as its appeal is universal, and it says a lot of positive things about British comics being produced today. (LO) 9

Sick Puppy Comix 13

by various;
\$5 from Rabid Publishing
PO Box 93, Paddington
NSW 2021, Australia

On a positive note this is an exceptionally professional title with a very high standard of artwork from all of its numerous contributors. Unfortunately its content lets it down badly. Underground comics often push the boundaries of taste and decency, there are no small press censors (and rightly so). However, this really is nasty and begs the question "how far is too far?" (AS) 4

The Sound of Drowning

by O'Connell;
£2 from P. O'Connell
Flat 3, 82 Landsdowne Place
Hove BN3 1FT

An incredibly personal and intimate comic that is obviously very close to the heart of its creator. Dark and intense black and white artwork forms the ideal base for a writing style that seems to mix touching insights with distinctly gothic sentiment with varying degrees of success. Great cover art nicely compliments a memorable read. (AS) 7

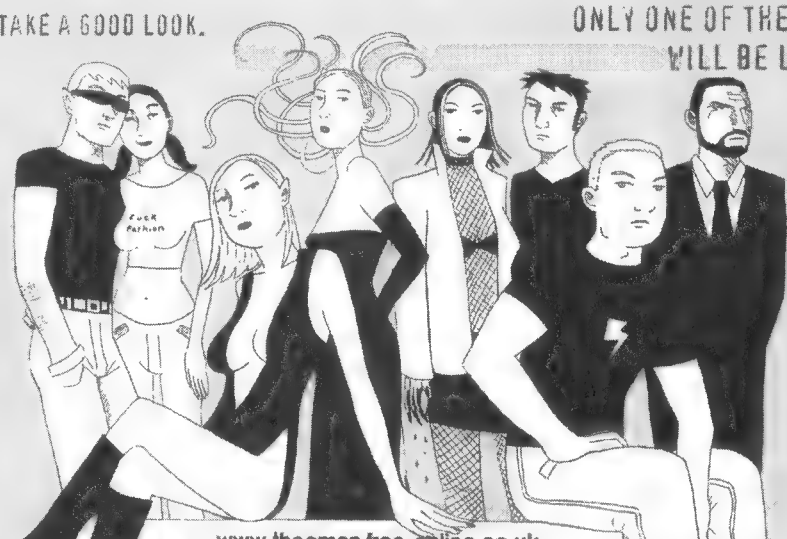
Thrud the Barbarian 2

by Critchlow;
from C. Critchlow
PO Box 371
Southport PR8 8YE

After a bar room brawl with a gang of bandits, Thrud joins up with a scholar on a mountain expedition to find the lost laboratory of Kembaal-O (it's a Coronation Street pun) and the secret of immortality. Inevitably there are violent encounters along the way. Considerable talent and craftsmanship show in Critchlow's confident line work and perfect use of colour. (DK) 7

Everybody's favourite axe-wielding yob returns in a comic which is frankly a delight to read. Carl Critchlow's art is as outstanding as ever, and with a deliciously subdued palette and a genuinely hilarious story to back that up, this title can't go wrong! You gotta love the big lug! (AS) 8

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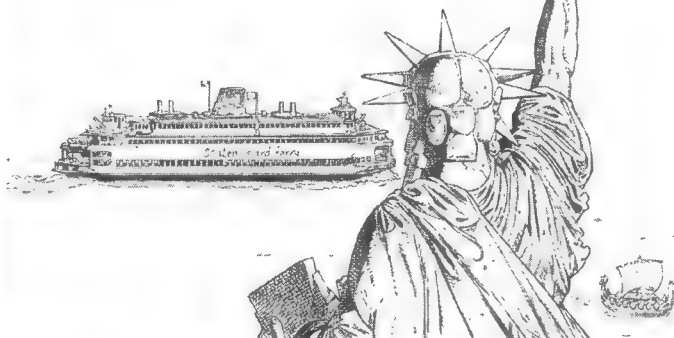
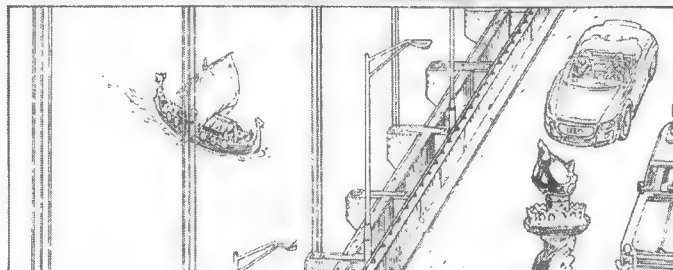
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email: davidscomics@yahoo.co.uk

We've got it all - sun, sea, surf and Dez

Preview: Ennis & Fabry's Thor

Oh, you lucky people! Showcased here exclusively for *CI* are a few of Glenn Fabry's stunning inked pages for a forthcoming five-part **Thor** story from Marvel. The Thunder God battles an army of super-human Viking zombies in modern day New York, courtesy of a cracking script by Garth Ennis. Expect a riotous return from the creators of last year's *Authority*: Kev one-shot, all under Fabry's trademark breathtaking painted covers. The first installment is to hit the shelves early summer.



Q&A

345 Ditchling Road, Brighton BN1 6JJ

Baffle us with comics questions, or save us with answers!

Missed opportunity?

Christopher Atkins via e-mail:
chrisatkins@chrisatkins
.free-online.co.uk

A COUPLE of months ago I read an interview with Terry Hooper in *Imagineers* (the small press comics spotlight zine produced by Shane Chebsey).

An early Nineties funding deal, involving Japanese financing of Black Tower Comics is briefly mentioned, as is CI's apparent lack of enthusiasm for publicising such a venture.

By the tone of the interview, it is suggested that had the deal been successful, it would have heralded the creation of the biggest comics company in the UK. I obviously don't know the facts, so can you tell us whether it was a golden opportunity missed, or merely empty hype that would have come to nothing.

Dez gets this one: Not having seen *Imagineers*, you've got me at a slight disadvantage, Chris. All I can vaguely recall about Black Tower was that the work I saw didn't look remotely likely to be picked up by major retailers, so we couldn't in all honesty promote it, irrespective of how much money was going to be put into it. It can make enemies for us, but we never pander to advertisers or large companies.

You wouldn't believe the number of projects that cross our desks where we discourage the enthusiastic but underdeveloped creators, advising them against spending a fortune on expensive print bills.

It's all about maintaining credibility.

Rom checklist please

Steve Garfield via e-mail

PLEASE can you tell me if Marvel's Rom: The Space Knight appeared in many comics other than his own series. A checklist would be great.

You asked for it. One checklist follows:

Avengers v1 #221 (cover only)

Captain America v1 #311

Captain Marvel v3 #1 and 6 (as a toy)

Contest of Champions #2

Incredible Hulk #319, 374, 467

Marvel Age #23 (cover, by Sienkiewicz) and #27 (cover)

Marvel Fumetti Book #1

Marvel Team-Up #103

New Warriors #73

Official Handbook to the Marvel

Universe v1 #9-10, 15 + v2 #6, 11, 12

Peter Parker, Spectacular Spider-Man v1 #72

Secret Wars II #4

Uncanny X-Men #187

Universe X #3

West Coast Avengers v1 #1

...It's scary some of the research we end up doing!

Della and Belle

Dan Nyznik via e-mail:
dannyznik@hotmail.com

I'M TRYING to find an old British strip from the late 1950s or early 1960s, with characters called Della and Belle. I believe they were horses.

Any information you can get me would be appreciated.

Life used to be much easier...

Sixties reprints

Ralph Town via e-mail:
ralphtown@ntlworld.com

I WAS wondering if, in the last few years, Marvel – UK or US – had issued a book featuring reprints of the Silver Age adventures. Like *Origins of Marvel Comics*, reprinted in colour.

I'd like to see such a book. And if they haven't, how do I contact Marvel to pass on my ideas?

So much easier...

Toxic and Strip

Paul Winterbottom
(address withheld by request)

WHEN did Apocalypse's *Toxic* and Marvel UK's *Strip* anthologies fold?

The last issues of each that I have are *Toxic* #31 (October 1991) and *Strip* #20 (November 1990).

Then you have a full set of each, Paul. Those are the final issues.

EC Comics artists

Roger Newson
Rosemary Avenue
Felixstowe, Suffolk IP11 9HX

CAN anyone tell me why EC Comics artists "Ghastly" Graham Ingels, Johnny Craig, Al Feldstein, Jack Davis, Joe Orlando or Al Williamson did not work on the 1982 *Creepshow* graphic novel artwork, which instead featured very mediocre art by Berni Wrightson?

Could have had something to do with Wrightson being both a mate and contemporary of director/writer/star Stephen King. Not to mention Wrightson having already produced the

film's poster art. It remains to be seen whether artists who, in most cases, peaked almost 30 years earlier would have done better.

Heroclix update?

Michael Petty via e-mail

I know this isn't exactly CI territory, but as they are comic based, are Heroclix bringing out any more DC and Marvel characters? Also, are they going

to expand figures to other comic companies?

Tim Pilcher plays keepie-ups with this one: During a chance meeting with WizKids vice-president Mort Weisman at the London Toy Show last month, we were told that there are concrete plans to release an "indie" range. This new interactive line will encompass all the major US comics companies plus our very own Rebellion. For further updates, check our new *Toy Max* magazine (see page four) for details.

Answer Updates

Readers provide answers for previous issues' questions

Re: Like, MAD

David Robinson via e-mail

RE: Melvin Melvin's *MAD* questions in issue #155. The *MAD Art* book by Mark Evanier: This didn't arrive in British shops last November as scheduled, but is now out in America. It covers as many as possible of the illustrators associated with *MAD Magazine*, which would have made it a pamphlet in the days when *MAD* boasted only around a dozen mainstream artists. Since the death of Bill Gaines in the early 1990s, however, DC has brought in more and more people. While this plethora of artists is often used to good effect, as with James Bennett's front covers and the interior colour work of Tom Richmond (whom *MAD* has really brought on) this means that some artists only receive a page or so in Evanier's book. In my opinion, someone like Kelly Freas, for example, is under-served but this type of work will unavoidably reflect the author's own preferences. I'm not sure why our own Harry North – now long gone from *MAD* but a worthy inclusion – gets a section to himself while people such as Max Brandel and Timothy Shamey are tucked away in a catch-all section at the back. Nonetheless, this effort by Mark looks fairly close to the true "Art of" book for *MAD* which I wanted to write at the time when Suron published my *25 Years of British MAD* in 1984.

Re: the abandonment/postponement of Nick Meglin's *MAD Encyclopaedia*: Meglin himself mails, in true ebullient Meglin fashion: "Don't know where you heard THAT! The project was put on hold when it grew from 250 entries to over 700, over 500 hundred of which have been written. The book should see print in 2003."

Avengers: The Legend

Alex Thompson via e-mail: alexthompson@abibliss.freereserve.co.uk

IN REPLY to e-mailer JJBoy's Q in #156 asking about *Avengers: The Legend*, it would appear that this was the only one of the pre-*Heroes Reborn* Legend titles solicited in *Marvel Vision* #8 (August 1996) that wasn't published by the company. The other Legend titles, starring Captain America, Fantastic Four, Iron Man and Thor, appeared, with all the usual padding of character files, key issue events, pin-ups etc, before the characters were handed over to the guys at Image.

Zenith suggestion

Ewan Brownlow via e-mail: Ewan.Brownlow@t-mobile.co.uk

MANY thanks for your entertaining response to my Zenith question (CI #156). Upon further investigation, via eBay, I've discovered some recent prices achieved for the Titan Books volumes: Book 1 £26.17; Book 2 £30.00; Book 3 £7.50 (but this was a low grade "library" copy); Book 4 £21.00; Book 5 £26.55. Quite impressive I thought – there's also a very healthy market for other 2000 AD-related collections (eg. *Necropolis*, *Oz*, *Apocalypse War*, etc going for over £25 a piece) and British Marvels (eg. the Alan Moore *Marvel Super-Heroes* issues going for over £10 a time).

So my suggestion is, like *Comic Buyer's Guide* does for American comics, how about doing a similar eBay market watch for British editions? I realise you have snippets in *Movers & Shakers*, but I find this kind of information on the collecting side of comics really interesting.



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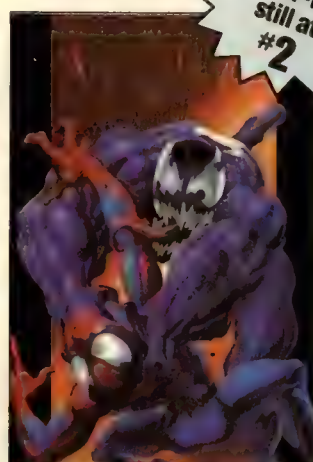
Comics Economics

The Top 100 US comicbook sales for March 2004

Batman
still at
#1



Ultimate
Spider-Man
still at
#2



Rank	Prior	Title, Issue, Price & Estimated Orders	Publisher
1	(=)	Batman #613 \$2.25 (122,835)	DC Comics
2	(=)	Ultimate Spider-Man #38 \$2.25 (105,810)	Marvel
3	(5)	Ultimate Spider-Man #37 \$2.25 (105,786)	Marvel
4	(=)	Amazing Spider-Man #51 \$2.25 (93,269)	Marvel
5	(6)	New X-Men #138 \$2.25 (92,618)	Marvel
6	(7)	Ultimate X-Men #31 \$2.25 (86,795)	Marvel
7	(6)	Ultimate X-Men #30 \$2.25 (86,427)	Marvel
8	(=)	Uncanny X-Men #420 \$2.25 (83,626)	Marvel
9	(11)	Wolverine #188 \$2.25 (60,509)	Marvel
10	(12)	JLA #79 \$2.25 (60,189)	DC Comics

11	(9)	Wolverine #187 \$2.25 (60,103)	Marvel
12	(11)	X-Treme X-Men #22 \$2.99 (58,322)	Marvel
13	(12)	X-Treme X-Men #23 \$2.99 (58,224)	Marvel
14	(13)	Daredevil #45 \$2.99 (58,040)	Marvel Knights
15	(N)	Marvel Universe: The End #1 \$3.50 (57,548)	Marvel
16	(17)	Avengers #65 \$2.25 (56,480)	Marvel
17	(15)	Marvel Universe: The End #2 \$2.25 (53,298)	Marvel
18	(14)	Incredible Hulk #51 \$2.25 (52,979)	Marvel
19	(20)	Fantastic Four #67 \$2.25 (51,161)	Marvel
20	(10)	Transformers: War Within #6 \$2.95 (50,878)	DreamWave
21	(19)	Green Arrow #22 \$2.50 (50,129)	DC Comics

■ International direct market retail orders estimated below 50,000

22	(18)	Captain America #10 \$2.99 (49,367)	Marvel Knights
23	(22)	Captain America #11 \$2.99 (49,245)	Marvel Knights
24	(21)	Peter Parker, Spider-Man #54 \$2.25 (47,746)	Marvel
25	(22)	Transformers: Armada #9 \$2.95 (44,024)	DreamWave
26	(24)	GI Joe #16 \$2.95 (43,680)	Image
27	(23)	Truth: Red, White & Black #5 \$3.50 (42,022)	Marvel Knights
28	(30)	JSA #46 \$2.50 (41,162)	DC Comics
29	(27)	Punisher #23 \$2.99 (40,916)	Marvel Knights

■ International direct market retail orders estimated below 40,000

30	(25)	Hulk/Wolverine: 6 Hours #4 \$2.99 (39,270)	Marvel
31	(=)	Detective Comics #780 \$2.75 (37,231)	DC Comics
32	(26)	Thundercats: The Return #2 \$2.95 (37,133)	DC Comics
33	(32)	Spawn #132 \$2.50 (36,064)	Image/TMP
34	(35)	Green Lantern #160 \$2.25 (35,610)	DC Comics
35	(34)	Green Lantern #161 \$2.25 (35,598)	DC Comics
36	(N)	X-Men 2 Movie Prequel: Wolverine \$3.50 (35,450)	Marvel
37	(N)	Captain America: What Price Glory #1 \$2.99 (35,057)	Marvel
38	(37)	Exiles #23 \$2.25 (35,045)	Marvel
39	(34)	Aquaman #4 \$2.50 (34,983)	DC Comics
40	(38)	Exiles #24 \$2.25 (34,983)	Marvel
41	(39)	Thor #61 \$2.25 (34,934)	Marvel
42	(38)	X-Men Unlimited #43 \$2.50 (34,836)	Marvel
43	(N)	JLA: Scary Monsters #1 \$2.50 (34,124)	DC Comics
44	(42)	X-Men Unlimited #44 \$2.50 (33,792)	Marvel
45	(37)	Captain America: What Price Glory #1 \$2.99 (33,276)	Marvel
46	(N)	X-Men: Ronin #1 \$2.99 (33,141)	Marvel
47	(46)	Superman #191 \$2.25 (33,006)	DC Comics
48	(45)	Captain America: What Price Glory #1 \$2.99 (32,846)	Marvel
49	(36)	GI Joe: Frontline #6 \$2.95 (32,797)	Image
50	(48)	Captain America: What Price Glory #1 \$2.99 (32,674)	Marvel
51	(42)	Iron Man #66 \$2.25 (32,330)	Marvel
52	(N)	X-Men 2 Movie Prequel: Nightcrawler \$3.50 (31,421)	Marvel
53	(43)	X-Statix #9 \$2.25 (31,286)	Marvel
54	(46)	X-Men Ronin #2 \$2.99 (31,053)	Marvel
55	(29)	Action Comics #801 \$2.25 (30,881)	DC Comics

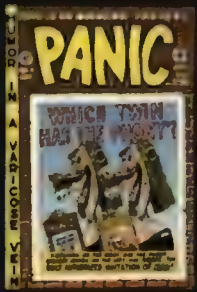
■ International direct market retail orders estimated below 30,000

56	(47)	Batman: Gotham Knights #39 \$2.75 (29,898)	DC Comics
57	(49)	Hawkman #13 \$2.50 (29,800)	DC Comics
58	(50)	Batgirl #38 \$2.50 (29,566)	DC Comics
59	(48)	Weapon X #7 \$2.25 (29,554)	Marvel
60	(44)	Rising Stars: Bright #2 \$2.99 (29,468)	Top Cow/Joe's Comics
61	(55)	Batgirl: Year One #4 \$2.95 (29,370)	DC Comics
62	(52)	Adventures of Superman #614 \$2.25 (29,345)	DC Comics
63	(53)	Captain Marvel #7 \$2.25 (28,571)	Marvel
64	(54)	Nightwing #79 \$2.25 (28,485)	DC Comics
65	(61)	Paradise X #9 \$2.99 (28,031)	Marvel
66	(51)	Battle of the Planets #8 \$2.99 (27,613)	Image
67	(N)	Smallville #1 \$3.50 (27,515)	DC Comics
68	(60)	Flash #196 \$2.25 (27,417)	DC Comics
69	(N)	Masters of the Universe Volume 2 #1 \$2.95 (27,245)	Image
70	(54)	Darkness Volume 2 #3 \$2.99 (27,147)	Top Cow
71	(58)	Agent X #9 \$2.25 (26,839)	Marvel
72	(59)	Elektra #22 \$2.99 (26,790)	Marvel
73	(N)	Danger Girl: Hawaiian Punch \$4.95 (26,717)	DC Comics
74	(56)	Robotech #4 \$2.95 (26,655)	DC Comics
75	(57)	Superman & Batman Generations III #3 \$2.95 (26,643)	DC Comics
76	(62)	Alias #20 \$2.99 (26,373)	Marvel
77	(76)	Alias #21 \$2.99 (26,373)	Marvel
78	(N)	Solus #1 \$2.95 (26,102)	CrossGen
79	(64)	Powers #30 \$2.95 (25,783)	Image
80	(41)	Rawhide Kid #2 \$2.99 (25,341)	Marvel
81	(70)	Supergirl #80 \$2.50 (25,267)	DC Comics
82	(65)	Batman Legends of Dark Knight #165 \$2.50 (25,107)	DC Comics
83	(63)	Wonder Woman #190 \$2.25 (24,702)	DC Comics
84	(80)	Rawhide Kid #3 \$2.99 (24,690)	Marvel
85	(66)	Thunderbolts #77 \$2.25 (24,051)	Marvel
86	(69)	Witchblade #63 \$2.99 (23,904)	Image
87	(68)	Birds of Prey #53 \$2.50 (23,793)	DC Comics
88	(79)	Fables #11 \$2.50 (23,277)	DC Comics
89	(77)	Star Wars Empire #7 \$2.99 (23,204)	Dark Horse
90	(73)	Spider-Girl #58 \$2.25 (22,921)	Marvel
91	(72)	Catwoman #17 \$2.50 (22,872)	DC Comics
92	(84)	Y: The Last Man #9 \$2.95 (22,835)	DC Comics
93	(83)	Young Justice #55 \$2.75 (22,602)	DC Comics
94	(75)	Legion #18 \$2.50 (22,516)	DC Comics
95	(80)	Sojourn #21 \$2.95 (22,344)	CrossGen
96	(82)	Robin #112 \$2.25 (22,319)	DC Comics
97	(78)	Superman: Metropolis #2 \$2.95 (20,452)	DC Comics
98	(76)	Ultimate Adventures #4 \$2.25 (20,354)	Marvel
99	(90)	Mekanix #6 \$2.99 (20,022)	Marvel

■ International direct market retail orders estimated below 20,000

100	(87)	JSA: Unholy Three #2 \$6.95 (19,715)	DC Comics
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Movers & Shakers

The latest comicbook views, speculations, gossip and rumours

Reported by those diggers and delvers ITMA and the CI team of ITMites

We blab about the latest slab grab

INCREDIBLE Hulk #181: Okay, so it's the first appearance of Wolverine, clearly the most popular character to emerge from comics' Bronze Age.

But seriously, how much could that possibly be worth? Only Golden Age and Silver Age comics bring the big bucks, right? Wrong. In an eBay auction that ended on February 4, a slabbed 9.8 copy of **Incredible Hulk #181** sold for a whacking great \$19,067.89.

The sellers, Ideal Collectibles of Hawaii, pointed out in their description of the item, "The other CGC 9.8 copy was put up on eBay last year and the ending high bid was



over \$11,000.00, but it did not reach the reserve price. For over a year we've been asking one of Hawaii's largest collectors to consign his CGC 9.8. After refusing to sell it for over a year, he finally agreed to let us sell it and here it is... **Incredible Hulk #181** graded as a CGC 9.8 with Off-White to White Pages."

We wonder if they checked whether the purchaser didn't have a sunglasses icon by his name and an eBay user rating of minus two. And why didn't the guy join eBay and sell it for himself?

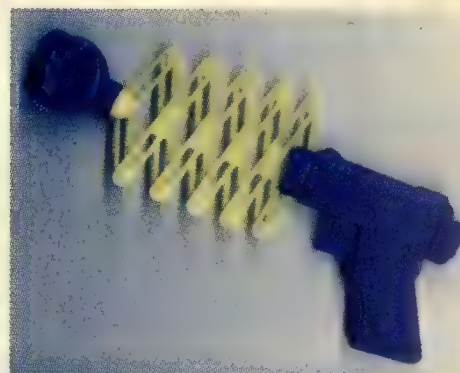
A Marvel Mystery?

TALKING CGC, here's a funny thing. First a few facts: CGC (Comics Guaranty Corp) grades and slabs comics. Retailers make massive extra profits through slabbed comics. Heritage is an auction company holding regular events across the US. Heritage specialises in selling slabbed comics. Heritage also shares premises with CGC. Heritage is said to have financial ties with CGC.

Heritage was the company which auctioned off Nicolas Cage's comics

DC Thomson created security fears at Birmingham International Airport in early March. All copies of that week's **The Dandy** were hastily removed from the airport's newsagent shelves because it carried a free plastic gun [see right] that authorities feared could be used by terrorists.

Movers asks: **TO DO WHAT? And what's to be spirited away next? Cover mounted balloons, banned in case they're used by rebels as water bombs?**



collection with employees said to have taken part in the bidding.

This collection included slabbed copies of **Marvel Mystery #2** (7.5) and #33 (8.0). Now, a few months later, Heritage is selling a 9.0 CGC-graded **Marvel Mystery #2** and a 9.2 #33.

Metropolis Collectibles' Steve Fishler is adamant they're the same copies and wonders how they've suddenly leaped in grade, adding thousand of dollars to their values. And he should know as he originally sold the **Marvel Mystery #33** to Cage himself. Asked to check Heritage said they'd deleted details of the original grading of Cage's comics, so it was impossible to compare. Duh.

On the ex-Metropolis comic, Heritage's auction director John Petty states, "Heritage did not purchase or submit the **Marvel Mystery #33**. It was purchased from our October auction, graded by CGC, and re-consigned to Heritage by another client. We frequently re-offer

items for buyers, especially dealers, and occasionally the CGC grades change (higher or lower) if the book was resubmitted."

So, perhaps this was merely one of those occasions after all. Besides, what's a few tens of thousands of dollars between friends?

Judge does not fudge

IT'S now official. In the real world, Professor X's dream is dead. Mutants were declared "non-human creatures" by a US federal judge last month.

But it wasn't just the X-Men that were affected by Judge Judith Barzilay's ruling as this applies to all Marvel Comics characters and it's the verdict that Marvel hoped for.

Their subsidiary, Toybiz, sought to have its characters declared non-human creatures so they could get a lower tariff rate on action figures manufactured for them in China.

Dolls, like Barbie, are classified as human shaped toys and action

figures. Non-human creatures such as monsters and robots are classified as toys. Toys have a much lower tariff rate so they cost less to be imported into the States.

Marvel then contradicted the ruling with a statement to reassure fans who identify with their characters' humanity. It said, "Don't fret, Marvel fans, our heroes are living, breathing human beings – but humans who have extraordinary abilities. A decision that the X-Men figures indeed do have 'non-human' characteristics further proves our characters have special, out-of-this world powers."

Yeah, right. And we're sure Marvel/ToyBiz's savings will be passed on to these loyal fans too.

Expomanga 03

IF YOU fancy a tax deductible trip to Madrid at the end of the month, check out the Expomanga. Last year's event attracted around 20,000 people (good by US standards, amazing by UK standards, so-so for the Europeans). The name's pretty self-explanatory, but you can get the details and brush up on your Spanish at: www.expocomic.com.

Fanfare's Steve Robson reckons it's reet grand.

It's Ceebeebie time

FOR THE last five months, the children's BBC has been running an online comics poll, but sadly has attracted only 817 voters to date.

Somewhat biased you can choose one of seven titles as your favourite comic, or click "I don't read comics". Perhaps encouraging, more than half do read comics (55%), but if you deduct three titles not seen in shops for years (**Buster**, **Superman**, **Batman**), one title for grown-ups (**2000 AD**) all you get left is **The Beano** (36%), **The Dandy** (3%) and **Spider-Man** (9%).

If you want to join in, it's at the catchily-named: newsvote.bbc.co.uk/cbbcnews/hi/vote/votes/newid_2496000/2496397.stm

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IT'S ENOUGH to make the bald man cry. What's going on over at Marvel, late paychecks? Judging by this spam e-mail we received at the office, it seems we've caught Grant Morrison – well respected X-Men writer and general loon – red handed in his budding role as an actor. We all know fellow Scot Frank Quitely models Professor X on Grant in the comics, so maybe the canny one's now trying his hand at the old "build public recognition" route to land the part when Patrick Stewart retires from the role.

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SUNDAY: JUNE 22nd

GLADSTONE HOTEL, LORD NELSON STREET, LIVERPOOL

MANCHESTER

SATURDAY: MAY 3rd, JUNE 21st

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MAY 24th (*note date change from May 17th)**

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Letters

Comics International, 345 Ditchling Rd, Brighton BN1 6JJ

SOMEBODY pointed out a scurrilous piece to me recently. An Internet comics magazine editor said in print a few months ago, and I paraphrase badly, that they never received many letters so there was no point having a letters column. Which makes sense. But he went on to defend his move by suggesting that **Comics International** ran made up letters to fill out its pages. As Buddy Holly would have said "That'll be the day..."

Some actual comics often state in print they don't receive much mail either (with some companies also dropping letters columns, although I'm convinced that's more of a cost-cutting exercise). But I've always taken personal pride in running stimulating letters columns, trying to make them as popular as the material they actually comment upon.

Judging by this issue's variety of content (fascinating enough that we've actually dropped a half page ad to fit more in), I'd say that goal has been achieved. So, take a bow, scribblers, you're doing us all proud.

...Dez

Retro feature?

Stephen Law via e-mail:
lawstephen@hotmail.com

MANY thanks for keeping **Comics International** such a great read. I've been buying it for a couple of years now and ALL the features are thoroughly enjoyable.

My only (small) gripe is about the lack of features on the world of British comics. Yes, I know there really aren't that many left so they can hardly be regarded as news, but some features for guys like me who live in a nostalgia filled haze of throwaway British comics and characters might not go amiss.

Over the last few years **Book and Magazine Collector** has become almost as important a read as **CI** due to its great biographies and price guides of the Great British Comics Artists, and other well written and researched features on Beano, Dandy, Eagle, Rupert, Tintin and Asterix fill the gaps on the months when the biographies aren't included.

As there hasn't been a decent book in years solely on British comics and even though most of these are still available as back issues I wondered, would you

consider updating their price guides and publishing them each month as a "retro" feature if **B&MC** agreed?

I think it would make a great mag ever better!

Interestingly, our Q&A column has virtually been taken over by questions about British comics history, and the feature has risen in popularity to be fifth, challenging the sprawling *Advance Listings*, at fourth. As always, we welcome further comment...

Turning the tables

Chris Bunting via e-mail:
cousinbillybob@hotmail.com

DID a great idea just occur to me regarding us **CI** reviewers..?

We all think we're so smart and know best about everything from characterisation to panel layouts, dialogue to line thickness. Why then don't we put our money where our mouth is and produce a comicbook anthology of our very own original material? Now wouldn't that be something?! It'd be a fantastic **CI** event.

And it would be even better if we could persuade the creators from the titles that we review to review it! Turn the tables, role reversal! Well, I'm game!

Actually, Chris, since the end of the Brother

Matthew serial I've had a hankering to run a replacement strip as a visual finale to each issue. And for content, I'd thought it would be nice to showcase the best of the small press. Of course, if that was to be new material, about three pages in length, we'd then be in a position to gather it all together annually in its own title. If appropriate, each strip could have a tagline promoting the title the story/characters/work can be seen in on a regular basis, so everybody would come out ahead. Further input, anybody? Dez

Squirrels

John Mosby (B) via e-mail:
(address withheld by request)

JUST a passing comment on the latest issue of **Marvel's The Ultimates**.

Even the most outrageous Bruckheimer-esque stunt sequence seen in comics for a long time cannot eclipse my curiosity about the headline on the discarded **Daily Planet** newspaper at the feet of Captain America – as he enters the Red Lion pub (are all UK-themed pubs in the US called the same?) three pages from the end of the comic.

I think readers of **CI** deserve to know who was fondling the squirrels and how was Dez involved?

Until the *Regina vs Skinn* squirrels case is resolved, my barrister advises me I cannot possibly comment. However, a few jokes involving nuts and cheeks do leap to mind.

Equally, I am advised to withhold any comment on the pending Mark Millar hamster abuse scandal.

10 cents too much?

Alan Wright via e-mail:
alanmwright@hotmail.com

CONGRATULATIONS on another fine issue in **CI** #156. And nice to see **Marvel's** tedious stranglehold of the top spot of the Hot 100 Comics broken by DC's **Batman**.

However, I'm surprised that **Superman: the 10c Adventure** didn't manage to get into the top 100 best-selling comics – surely some mistake?

Indeed a mystery. We've checked out our

sources, Diamond Distributors and Milton Griepp's **ICv2** website, and neither of them listed the title. Curiouser and curiouser...

Wow!

Alex Thompson via e-mail:
alexthompson@abibless.freemove.co.uk

WOW! Fan mail from Martin Gray in the Letters column (**CI** #156), saying I was the "star of Reviews this time." Gosh, it's enough to make my already swelled head explode!

Perhaps I should reply to his comment about Cartesianism and Robotman in **Doom Patrol** but I feel that if I do I may end up in Grant Morrison pseudo-gibberish territory. :-)

Networks #156

Andrew Lewis via e-mail:
topnotchtosh@hotmail.com

I WAS intrigued to see my name cropping up in **CI**'s Internet gossip column, in conjunction with the **2000 AD**-based fan-comic I edit, **Zarjaz**, and a communication between myself and Pat Mills.

I can confirm that what was reproduced in **CI** was a genuine email I received from Mr Mills, but should like to clarify certain points and highlight some additional details which your report did not include.

Firstly, since my name was mentioned without elaboration as to my views on the matter, I feel it might have been construed that I agreed with the comments made by Chris Rice in *Networks* or Alan Donald in the *Silver Bullets* article. I do not.

Secondly, this was just a part of an exchange of messages between Mr Mills, myself, the **2000AD** editors, and the **Zarjaz** team who were directly affected by the matter, some having already written stories using characters created by Mr Mills.

Thirdly, all concerned took on board Pat's concerns, which he elaborated on in a subsequent email, and an assurance was made

Mike Kazybrid's COMIC CUTS



Send your script ideas to the above address and you receive the original art if yours is published.

Script by Paul Kristian

that **Zarjaz** would not use his characters in future issues, which we haven't. At the close of communications the relationship between Pat and myself was amicable, the writer wishing us success with the venture.

Finally, the email quoted in **CI** and on the Silver Bullets website was taken from a version reproduced on the 2000adonline website as part of a discussion of Pat Mills' characters. The original email had been made available only to **Zarjaz** contributors, and it was a member of the **Zarjaz** team who subsequently reproduced it on the 2000ad website, not myself.

It's also worth pointing out that while Henry Flint's artwork has appeared in the Judge Dredd fanzine **Class of 79**, his only work for **Zarjaz** is a spoof Ezquerra/Strontium Dog strip for issue 3 which also features the talents of Jock and Simon Fraser.

Contributors to earlier issues whose work has appeared in **2000AD** are PJ Holden, Si Gurr, Si Spurrier, Ade Bamforth, Alan Grant, Dom Reardon, Jimmy O'Ready and myself.

Why do I get the sneaky feeling we've just run a free plug for Zarjaz, masquerading as a letter of comment?

Robert Nixon: RIP

David Robinson via e-mail: DavidRobinson_Pearl@amp.com.au
I DIDN'T see an obit among your pages for the late, great Robert Nixon, he of the recognisable decorative style seen in both DC Thomson and IPC comic titles.

However, since the piece covering RTN's death in **The Guardian** was penned by your own Paul Gravett, I'm thinking I may have blinked and missed something. Nixon's death at 63 is unnerving, in that I regarded him as one of the more "modern" illustrators when compared to Browne, Watkins and the rest.

On the one occasion when I rang him to talk about a piece in **Illustrators** magazine in the 1980s, Nixon's sing-song accent was imbued with north-eastern friendliness, typical of that area; and which seemed to be reflected in his work. It is sad – given that Nixon tended to pick up on strips begun by others – that there remains no definitive Nixon character akin to Dudley D. Watkins's *Desperate Dan* et al, David Law's *Dennis the Menace*, Beryl the *Peril* and co., Leo Baxendale's *Bash Street Kids*, etc. and Ken Reid's *Jonah* and others.

Bob's attractive painted colour work for book covers was also seen too infrequently.

Results of reprint poll

Chris, Superhero Store via e-mail: superherostore@hotmail.com

I REMEMBER a **CI** letter reply mentioned a poll of which Fleetway comics should be

reprinted. Superherostore Comics previously ran a poll of that very question. The results were:

- 1 The Steel Claw (23%)
- 2= Leopard from Lime Street Adam Eterno (18%)
- 4 Johnny Red (11%)
- 5= The Spider D-Day Dawson (10%)
- 7= Hook Jaw Angry Planet (3%)
- 9= Spinball Darkie's Mob (2%)

I tried to contact Fleetway for reprint rights, but got nowhere. Any chance of Quality doing some sort of **Commando**-style pocket book of them?

Following the Fleetway poll, we intend to do one on DC Thomson characters soon.

I've also contacted Marvel about reprinting the excellent Black Knight/Captain Britain saga from **Hulk Comic** but got nowhere again – not even a reply.

Any advice you can give?

*Fascinating stuff, Chris. Your results certainly hold out what I'd always believed, and validate my choosing **The Steel Claw** as the first non-2000 AD colour comic back when I was producing them under the Quality Comics banner. Equally, it's likely to intrigue the current 2000 AD regime, who chose Darkie's Mob as a reprint for the **Megazine**.*

*Your **Commando**-style reprint idea sounds very promising. But right now, we'd have to pass. We've our hands full at the moment launching **Toy Max** (see ad on page 4 this month)*

As for the Parkhouse/Stokes/Neary Black Knight/Captain Britain saga, I've hankered for many a year to compile a trade paperback for Marvel myself of the entire series. But then, having commissioned it in the first place, I am a tad biased!

Daredevil movie

Peter Thomson
10 Highbank
Hastings TN35 4LS

HAVING recently seen *Daredevil*, this film is going to knock the socks off of last year's *Spider-Man* (which was also great).

Daredevil was packed full of depth and full-on power!

PS: May the Kingpin choke on his own cigar.

Daredevil movie 2

Craig Mitchell
Newcastle Upon Tyne

I WAS intrigued to read in **CI** #155's *Daredevil* movie feature that Jennifer Garner is James Garner's daughter. So intrigued that I checked it out, unlike yourselves, and found out she isn't.

It seems when she was young, she sometimes claimed that he was a distant relative but apparently he isn't even that.

Do I win a No-Prize?

You certainly do, Craig. Regular movie feature writer Gary Eliot has been chastised over his faux pas several times (aka: each morning for the last two weeks) and we hang our heads in shame for ever believing

*him. Despite this, Gary's feature (and his **Hulk** follow-up in #156) leaped in at the #3 spot in popularity, although one voter placed it as his least favourite feature, adding that the humour seemed forced.*

If only that were true! Try working with him, you only get the edited version.

Movers & Shakers

Andy J. Doyle via e-mail: AndyJDoyle@aol.com

I'VE just been reading your *Movers & Shakers* section and was interested to read the bit about Prog 2 of **2000 AD**.

You said that it sold on eBay recently for £365, which was way above guide price and now, as if to prove your point, Comic Book Postal Auctions has sold Progs 1 & 2 in pristine mint condition for £551.00 each and Prog 3 for £223. I now know why those issues are so hard to find.

Surely Prog 2 is a comic to keep your eye on, especially with the anticipated Dredd movies in the pipeline and the Dredd/Death game on its way from Rebellion.

Maybe, finally, British comics are coming into their own and will soon be competing with the big American titles as investment opportunities. Just a thought!

I'd say they're already competing. Short of slabbed items, what US title from the late 1970s is already worth over \$750?

Spooky coincidences

Brian Morgan
Hartlepool

NOT strictly comics I know but there's an episode of *Cowboy Bebop* I can remember which ends with Spike being rescued by a mechanic in his reconditioned Space Shuttle.

Just when you think it's all over the pilot says, and I'm paraphrasing here, "We're not out the woods yet. I think we've lost some heat tiles." This is followed by a photo of all three posed in front of the wreckage.

Can you guess the name of the shuttle they chose? Columbia! To make matters worse Cartoon Network's rotation had this episode transmitted on the day of the real space shuttle Columbia's Memorial Service.

Someone at AOL-Time Warner had their eye off the ball that day methinks!

Panini/Marvel UK

Tony Ingram
3 Lower Harlings, Shotley Gate
Ipswich, Suffolk IP9 1QE

IS IT just me who's ecstatic that Marvel UK (oh, OK, Panini UK, you know who I mean...) has finally got **Mighty World of Marvel** back on the shelves of the high street newsagents after about 20 years?

OK, it's a monthly – as in its last incarnation – rather than the weekly of old, but with the **Hulk** included and, better yet, some classic *Daredevil* material from the

late 1970s, it still felt like falling through a time warp when I read #1.

Hulk and **DD** were of course the two principal stars of **MWOM** in its original form, although I was disappointed to see that they've forgone the dodgy Brit-drawn splash pages in the new title, and there's no sign of original UK editor Neil Tennant – odd that, since it's doubtful he has anything better to do these days.

More to the point, though, there are now an even half-dozen Marvel UK superhero books out monthly. At this rate, pretty soon kids will actually start to realise en masse that comics are still out there! Great stuff.

It's a shame Marvel US's output is still such crap though...

British strips

Tony Ingram
3 Lower Harlings, Shotley Gate
Ipswich, Suffolk IP9 1QE

OK, IT'S a little late, but, referring to your proposed poll of most popular British strips (**CI** #153) and after much heart-wrenching deliberation – I think a Top Ten rather than a Top Five would be fairer. There's too much good stuff that has to get passed over – so here goes.

Top 5 humour strips: Ken Reid's wonderful *Faceache*, a seriously disturbing strip; *Ivor Lott & Tony Broke*; *Whoopee*'s cover star *Sweeney Toddler*; gentle giant *Kid Kong*; and the inspirationally unmaterialistic *Bumpkin Billionaires*, also from *Whoopee*.

Though I should add that if not bound by your "no DC Thomson" stipulation, I'd have substituted *The Dandy*'s *Ali Ha-Ha* and the *Forty Thieves* and *Bing Bang Benny* for a couple of those (yes, I do like Ken Reid).

Top 5 adventure strips: *Skid Solo*; *Death Wish*; *Charley's War*; *Rat Pack*; and *The Hotspur*'s very own peculiarly British 'superhero' *X-Bow*, a classic example of how whenever a British comics creator tried to come up with a character in the American mold it invariably had unusual results (*The Leopard from Lime Street* being another good example).

Maybe it's about time someone came up with a decent reprint package for some of this stuff...

Seems we have a trend developing here.

Small Press boom

There Goes Tokyo: via e-mail

... THERE'S lots of great small press stuff out there at the moment. The whole small press scene is fantastic these days.

Truly inspiring!

And we hope, through There Goes Tokyo's Andy Smith and Leonie O'Moore plus our own stalwart regulars, that we'll be able to do it justice in future issues.

Whether it's a coincidence or a direct reaction, right now when we've got less professional UK titles to choose from than ever before, the small press is booming.

Directory

An at-a-glance reference guide to everything that counts in comics

Internet Listings

Comics creators

Jessica Abel www.artbabe.com
Neal Adams www.nealadams.com
Kyle Baker www.kylebaker.com
Leo Baxendale www.reaper.co.uk/main.htm
Brian Bolland Art www.velouria.com/Bolland
Mark Bright www.mdbright.com
Eddie Campbell www.eddiecampbellcomics.com
John Cassaday www.johncassaday.com
Gene Colan www.genecolan.com
Chuck Dixon www.dixonverse.com
Will Eisner www.willeisner.tripod.com
Warren Ellis www.warrenellis.com
Phil Foglio www.studiofoglio.com
Jeff Jones www.jeffreyjones.com
Bob Layton www.boblayton.com
Joseph Michael Linsner www.linsner.com
Tom Lyle www.tomlyle.com
Scott McCloud www.scottmccloud.com
Grant Morrison www.grant-morrison.com
Alex Ross Art www.alexrossart.com
Dave Stevens www.davestevens.com
William Stout www.williamstout.com
Bryan Talbot www.bryan-talbot.com
Barry Windsor-Smith www.barrywindsor-smith.com
Bernie Wrightson www.berniewrightson.com

Comics publishers

Abstract Studios www.strangersinparadise.com
AC Comics www.accomics.com
Acclaim www.acclaim.com/comics
AIT/Planet Lar www.astronautsintrouble.com
Antarctic Press www.antarctic-press.com
Archie Comic Publications www.archiecomics.com
Caliber Comics www.calibercomics.com
Cartoon Books www.boneville.com
Chaos! www.chaoscomics.com
Cool Beans World www.coolbeansworld.com
Com.X www.comxcomics.com
CrossGeneration Comics www.crossgen.com
Crusade Entertainment www.shiweb.com
Dark Horse www.darkhorse.com
DC Comics www.dccomics.com
Drawn and Quarterly www.drawnandquarterly.com
Dynamic Forces www.dynamicforces.com
Fantagraphics www.fantagraphics.com
Harris Comics www.vampirella.com
Heavy Metal www.heavymetal.com
Knockabout Comics www.knockabout.com

Marvel Comics www.marvel.com
Northern Lightz www.northernlightz.com
Oni Press www.onipress.com
Quality/Warrior www.comicsinternational.com
Sirius Entertainment www.sirius.choiceoneonline.com
Todd McFarlane Productions www.spawn.com
Top Cow Comics www.topcow.com
TwoMorrrows www.twomorrrows.com
2000 AD www.2000ADonline.com
Viz (USA) www.viz.com
Viz (UK) www.viz.co.uk
WildStorm Comics www.wildstorm.com

Manga and anime

AD Vision www.advfirms.com
MVM www.mvm-uk.co.uk

Downloadable software

PanelSys www.panelsys.com

On-line auctions

Amazon www.amazon.com

COMIC BOOK POSTAL AUCTIONS

Ten successful years specialising in Golden & Silver Age, artwork and vintage UK comics
www.compallcomics.com

eBay www.ebay.co.uk
Heritage Comic Auctions www.heritagecomics.com
Mile High Comics www.milehighcomics.com
Yahoo Auctions auctions.yahoo.com

Festivals and fairs

Amadora Comics Festival www.bdamadora.com
Angouleme BD (France) www.bdagouleme.com
Comic-Con International (San Diego, USA) www.comic-con.org

COMICS 2003 (England)

THE UK'S OFFICIAL COMICS FESTIVAL
 Commonwealth Museum, Bristol: 31/5-2/6
www.sitsvac.org

Lucca Comics (Italy) www.comune.lucca.it
Megacon (Florida, USA) .. www.megaconvention.com

MEMORABILIA (Scotland & England)

BIRMINGHAM NEC, GLASGOW SECC & LONDON
 THE UK'S BIGGEST FANTASY FAIRS
www.memorabilia.co.uk

Raptus International Comics Festival (Norway) www.raptus.no

Scottish Comic, Card & Collectables Fair
 e-mail: marts@redhotcomics.demon.co.uk

Wizard World (Chicago, USA) www.wizarduniverse.com

New and back issue dealers

Ace Comics www.acecomics.net
Avalon Comics www.avaloncomics.co.uk
Black Dog Comics www.blackdog-comics.com

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Mighty World of Comicana ... www.comicana.com

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OVER 900,000 COMICS IN STOCK, 110,000 DIFFERENT ITEMS LISTED ONLINE
www.silveracre.com

Online Comic Shop www.onlinecomicshop.com

Speeding Bullet www.speedingbulletcomics.co.uk

Whatever Comics www.whatevercomics.com

Wonderworld www.wonderworld.uk.com

On-line comics companies:

By popular demand, CI now runs an at-a-glance overview of the major sites for on-line comics collectors and creators. Have your company listed for only £5 (US \$8) a month. Bookable in 6-issue blocks, companies wishing to be included should send £30 or US \$40 (UK: please add £5.25 to cover VAT) with trading name and website address.

♦ Major companies requiring bold and boxed entries should send £60 + £10.50 VAT per 6-issue series, US \$80 (£10/\$16 per issue) and may add three lines of descriptive copy. Cheques and international money orders should be made payable to Comics International and sent to: Internet Listings, Comics International, 345 Ditchling Rd, Brighton BN1 6JJ. Alternatively, payment can be made by credit card, fax: 0(11 44) 1273 566 333 or e-mail details to: Listings@comicsinternational.com

Retail Index: UK

Key to the abbreviations used:

imp = air imported new issues
back = back issues stocked
gn = graphic novels
tpbk = trade paperbacks
STO = standing order service (new comics reserved)
s-p = small press and fanzines

ind = independent comics
u/g = underground comic
prl = peripherals/supplies
RPG = role playing games
CCG = customisable card games
merch = trading cards, videos, t-shirts, posters, etc

Sorry, no websites, this is a shop guide

When telephoning from outside the UK, drop the first 0 and replace with: 01144 (USA); 0044 (mainland Europe & Eire); 001144 (Australasia).

Central London

Avalon Comics, 143 Lavender Hill, Battersea, London SW11 5QJ. Mon-Thurs 10-5.45; Fri 10-6.30; Sat 9.30-5.30; Sun 11-3.30 (imp, back, gn, tpbk, STO, ind, prl, CCG, merch) 020 7924 3609

Book & Comic Exchange, 14 Pembroke Road, Notting Hill Gate, London W11. Mon-Sun 10-8. Nothing legal refused! (back, ind, u/g) 020 7229 8420

Comic Showcase 63 Charing Cross Road, London WC2H 0NE. Sun-Wed 10-7; Thurs-Fri 10-8; Sat 9.30-8 (imp, back, s-p, ind, u/g, merch, cartoon books, original art) 020 7434 4349

Forbidden Planet Superstore, 71-75 New Oxford Street, London WC1A 1DG. Mon-Wed/Sat 10-6; Thurs-Fri 10-7 (imp, back, gn, STO, s-p, ind, RPG, CCG, merch, film/TV, sci-fi, fantasy, books, video, games, mags, kits, toys) 020 7420 3666

Gosh!, 39 Great Russell Street, London WC1B 3PH (opposite British Museum). Mon-Sun 10-6; (Thurs-Fri to 7) (imp, back, STO, ind, u/g, merch, foreign, largest range newspaper strip compilations in UK) 020 7636 1011

Mega-City Comics, 18 Inverness Street, Camden Town, London NW1 7HJ. Mon-Sun 10-6; (Thurs-Fri to 7) (imp, back, STO, s-p, ind, u/g, merch, film/TV, fantasy/horror, body art, subculture) 020 7485 9320

Mighty World of Comicana, 237 Shaftsbury Avenue, London WC2H 8EH. Mon-Wed 10.30-6.30; Thurs-Sat 10-7; Sun 10-4 (imp, back, STO, ind, merch, film/TV/fantasy) 020 7836 5630

Orbital, 9 Old Compton Street, London W1. Mon-Sat 10.30-7; Sun 11-5 (imp, back, gn, STO, manga, toys, Star Wars) 020 7434 9363

Outer London

A Place in Space, 101 Church Street, Croydon, Surrey CR0 1RN. Mon-Sat 9.30-5.30 (imp, back, STO, ind, RPG, CCG, prl, merch, sci-fi, original art) 020 8686 2400

Ashcan Ltd, 3 Eagle Star House, 299-301 High Street, Sutton, Surrey SM1 1LG. Tues-Wed/Fri 12-5, Thurs 9-6; Sat 10-5 (imp, back, STO, ind, merch) 020 8770 3815

Atomic Comics, 1112 High Road, Chadwell Heath, Romford, Essex RM6 4AH. Mon-Tues 10.30-5.30; Wed 1-5.30; Thurs 10.30-6; Fri 10.30-6.30; Sat 10-6 (imp, back, gn, tpbk, STO, ind, u/g, prl, RPG, CCG, merch, film/TV, art books, Games Workshop, toys, kits) 020 8597 8547

Calamity Comics, 160 Station Road, Harrow, Middlesex HA1 2HR. Mon-Wed 10-6; (Thurs-Fri to 7); Sat 9.30-6 (imp, back, STO, s-p, ind, u/g, RPG, merch, fantasy film/TV, books, videos) 020 8427 3831

Forbidden Planet, 175 North End, Croydon CR0 1TP. Mon-Fri 10-6; (Thurs to 7); Sat 9.30-6. (back, gn, tpbk, STO, ind, u/g, CCG, merch) 020 8688 7190

Into the Void, 262 Streatham High Road, Streatham SW16 1HS. Mon-Sat 9.30-7; Sun 11-3. (imp, back, STO, merch, toys) 020 8677 7037

Krypton Comics, 252 High Road, Tottenham, London N15 4AJ (next to Tesco) Mon-Fri 10.30-6; Sat 10-6 Nearest Tube: Seven Sisters Road. (imp, back, STO, s-p, ind) 020 8801 5378 fax: 8376 3174

They Walk Among Us, 26 Red Lion Street, Richmond, Surrey TW9 1RW. Mon-Sat 9.30-5.30 (Thurs to 6); Sun 11-4 (imp, back, STO, ind, u/g, merch, fantasy/sci-fi/horror, subculture) tel/fax: 020 8948 8476

30th Century Comics, 18 Lower Richmond Road, London SW15 1JP. Mon-Wed 10.30-6; Thurs-Fri 10.30-7; Sat 10.30-6; Sun 11-5 (imp, back, STO, ind, u/g, merch, Gold/Silver/Bronze Age specialists, British comics/annuals, books) 020 8788 2052

South East

Ace Comics, 63/64 High Street, Colchester, Essex. Mon-Sat 10-5.30 (imp, back, STO, s-p, ind, u/g, RPG, merch) 01206 561912

The American Comic Shop, 1 Church Street, Chatham, Kent ME4 4BS (off High Street). Mon-Fri 10-5.30 (Tues until 5); Sat 9-5.30. (imp, back, gn, tpbk, STO, ind, prl, action figures) 01634 817410

Calamity Comics 2, 90 Queens Road, The Broadway, Watford WD1 2LA. Mon-Tues 10-5.30; Thurs/Fri 10-7; Sat 9.30-5.30 (imp, back, STO, s-p, ind, u/g, RPG, merch, fantasy film/TV, books, videos) 01923 249293

Cartoon Shop, 19 East Square, Basildon, Essex SS14 1HT. Mon-Sat 10-6 (imp, back, STO, s-p, ind, RPG, merch) 01268 534194

Central City Comics, 4 Eagle Street, Ipswich, Suffolk IP4 1JB. Mon-Sat 10-6 (imp, back, STO, s-p, ind, u/g, merch, foreign) 01473 233017

Chaos City, 20 Heritage Close, (off High Street), St Albans, Herts AL3 4EB. Mon-Thurs 10-5.30; Fri 10-7.30; Sat 9-5.30; Sun 12-4 (imp, back, gn, tpbk, STO, ind, prl, RPG, CCG, merch) 01727 838719

Comic Showcase, 19-20 St Clements Street, Oxford OX4 1AB. Mon-Sat 10-6 (imp, back, STO, s-p, ind, u/g, merch) 01865 723680

Comics Unlimited, Unit 11, The Arcade, Letchworth, Herts. Mon-Sat 9-5.30 (closed Wed) (imp, back, STO, RPG, CCG, merch, videos, Games W/shop) 01462 480018

Comix-shop.co.uk, 7a High Street, Maidenhead SL6 1JN. Mon-Sat 10-6

(imp, back, STO, tpbk, gn, merch, CCG, toys) 01628 777998

David's Comic Shop, 5 Sydney Street, Brighton, Sussex BN1 4EN. Mon-Sat 9.30-5.45; Sun 11-4 (imp, back, STO, ind, u/g) 01273 691012

Daydream Nation Trading Cards at Hive, 6 Kensington Gardens, Brighton BN1 4AL. Mon-Sat 10-6 (CCGs, cards, sports, Ultra-Pro) 01273 687877

Forbidden Planet, 60 Burleigh Street, Cambridge CB1 1DJ. Mon-Sat 9.30-6 (imp, back, STO, ind, u/g, CCG, merch, videos, sci-fi/fantasy books, film/TV magazines) 01223 301666

Forbidden Planet, 44 The Priory Centre, Dartford, Kent DA1 2HS. Mon-Wed 10.30-5.30; Thurs-Sat 10-5.30 (back, gn, ind, PRG, CCG, merch) 01322 224837

Incognito Comic Shop, 1-2 The Friars, Canterbury, Kent CT1 2AS. Mon-Fri 10-5.30; Sat 9-5.30; Sun 11-4 (imp, back, STO, ind, merch, film/TV) tel/fax: 01227 785898

Into the Void, 324-325 Chartwell North, Top Floor, Victoria Plaza, Southend-on-Sea, Essex SS2 5SR. Mon-Sat 9.30-5.30 (imp, back, STO, ind, u/g, merch) 01702 613021

Into the Void, 61 Lower Ground Floor, Lakeside Shopping Centre, West Thurrock, Essex RM20 1WT. Mon-Fri 10-10; Sat 9-7.30; Sun 11-5 (imp, back, gn, tpbk, prl, STO, RPG, CCG, merch, art, statues) 01708 862675

Off World: The Sci-Fi Store, 142 Market Halls, Arndale Centre, Luton LU1 2TP. Mon-Sat 9.30-5 (imp, STO, s-p, CCG, merch, Star Trek/Wars, sci-fi collectables) 01582 736256

Phoenix Fantasy, 9 Market Street, Margate, Kent CT9 1EU. Mon-Sat 10-6 (imp, back, STO, ind, RPG, CCG, merch) 01843 224768

Slough Computers, 50 Village Shopping Centre, Slough, Berks SL1 1HP. Mon-Sat 9.30-5.30 (imp, STO, ind, cards, second hand computer games) 01753 521594

Speeding Bullet Comics, 43 Hermitage Road, Hitchin, Herts SG5 1BY. Mon-Fri 9.30-5.30 (Wed 10-5); Sat 9-5.30 (imp, back, gn, tpbk, s-p, merch, STO, CCG, action figures, original artwork, life-size Spidey mannequin for hire) 01462 451117

Whatever Comics, 2 BURGATE Lane, Canterbury, Kent CT1 2HH. Mon-Sat 10-5.30 (imp, back, STO, s-p, ind, u/g, merch, kits) 01227 453226

Whatever Comics, 5 Middle Row, High Street, Maidstone, Kent ME14 1TF. Mon-Sat 10-5.30 (imp, back, STO, s-p, ind, u/g, merch, model kits) 01622 681041

Midlands

Abstract Sprocket, 29 St Benedicts Street, Norwich, Norfolk NR2 4PF. Mon-Sat 10-5 (imp, back, STO, s-p, ind, u/g, merch) 01603 624410

Another World, 42/43 Main Centre (opposite Wilkinsons) Derby. Mon-Fri 9.30-5.30; Sat 9-5.30; Sun 12-4 (imp, back, STO, ind, RPG, merch, rock/film/TV memorabilia, computer games) 01332 206606

Another World, 23 Silver Street, Leicester LE1 5EU. Mon-Fri 10-5.30; Sat 9-5.30; Sun 12-4 (imp, back, STO, ind, u/g, RPG, merch, foreign, alchemy metalware, rock memorabilia) 01625 15266

Another World, 11 Market Street,

Nottingham. Mon-Fri 9-5.30, Sat 9.30-5.30, Sun 12-4 (imp, back, STO, s-p, ind, u/g, RPG, merch, foreign, rock memorabilia, alchemy metalware) 0115 9484122

Another World, 52 Stafford Street, Hanley, Stoke-on-Trent ST1 1JB. Mon-Fri 9.30-5.30, Sat 9-5.30, Sun 12-4 (imp, back, STO, s-p, ind, u/g, RPG, merch, rock memorabilia, alchemy metalware) 01782 279294 fax: 202381 Mail Order: 271750

Another World, 23 Victoria Street, Wolverhampton WV1 3NP. Mon-Fri 10-5.30, Sat 9-5.30, Sun 12-4 (imp, back, STO, s-p, ind, u/g, RPG, merch, rock memorabilia, alchemy metalware) 01902 717440

Forbidden Planet, 31 Cross Cheaping, Coventry CV1 1HF. Mon-Sat 9.30-6 (Thurs to 7) (imp, back, STO, ind, u/g, RPG, CCG, merch, film/TV) 024 76229672

Forbidden Planet (FPI), 129 Middle Walk, Broadmarsh Centre, Nottingham NG1 7LN. Mon-Sat 9-6 (imp, back, STO, s-p, ind, u/g, merch, film/TV) 0115 958 4706

Forbidden Planet Superstore, 38 Priory Queensway, Birmingham B4 7LA. Mon-Sat 9.30-5.30; (Thurs-Fri to 6) (imp, back, gn, STO, ind, RPG, CCG, merch, books, games, mags, kits, toys, videos) 0121 236 3026

Ground Zero, 9 Toothill Lane, Mansfield, Nottinghamshire NG18 1NJ. Mon-Sat 9-5 (imp, back, STO, prl, CCG, merch, toys) 01623 622017

Nostalgia & Comics (FPI), 14-16 Smallbrook, Queensway, Birmingham. Mon-Thurs 9.15-5.45, Fri-Sat 9.15-6 (imp, back, STO, s-p, ind, u/g, merch) 0121 643 0143

Page 45, 9 Market Street, Nottingham NG1 6HY. Mon-Sat 9-6 (imp, back, gn, STO, s-p, ind, u/g, merch, manga) 0115 950 8045

Phoenix Comix, 29 Abington Square, Northampton NN1 4AE. Mon-Sat 9.30-5 (imp, back, STO, ind, merch, RPG, CCG, action figures) 01604 602311

Travelling Man, c/o Gamestation, 1st Floor, 6 East Street, Derby DE1. Mon-Sat 9-5 (imp, back, gn, tpbk, STO, prl, RPG, CCG, merch, action figures, fantasy books, film/TV) 0115 950 9231

Travelling Man, c/o Gamestation, 1st Floor, 16 Angel Row, Nottingham NG1 6HL. Mon-Sat 9.30-5.30 (imp, back, STO, ind, RPG, CCG, merch, action figures, miniatures) 0115 950 9231

North West

All-American, 102 Newport Street, Bolton BL3 6AB. Mon-Sat 10-6 (imp, back, gn, STO, merch, Star Wars, WWF, action figures, S/Age, videos, records, CDs) 01204 366553

Alpha Omega Comics, 33-35 Library Street, Wigan, Lancs WN1 1NN. Mon-Sat 9.30-5 (imp, back, STO, merch, videos) 07796 854644

Forbidden Planet, 92 Bold Street, Liverpool L1 4HY. Mon-Sat 9.30-5.30 (Thurs to 7) (imp, back, STO, ind, u/g, RPG, CCG, merch, film/TV, sci-fi/horror) 0151 707 1491

Forbidden Planet Megastore (FPI), 65 Oldham Street, Piccadilly, Manchester M1 1JR. Mon-Sat 9.30-5.30, Sun 12-5 (2 floors; imp, back, STO, RPG, CCG, merch, books, toys, film and TV tie-ins, manga) 0161 839 4777

Imagination Station, 41 Bank Street, Carlisle, Cumbria CA3 8HJ. Mon-Sat 9.30-5 (imp, back, STO, ind, merch)

Millennium Comics, 4 Church Road, Northwich, Cheshire CW9 5NT. Mon-Tues 10-5; Wed closed; Thurs-Fri 10-5.30; Sat 9-5 (imp, back, STO, s-p, RPG, merch, action figures, toys) 01606 49255

Moonwalk Collectables, 88 Oldham Street, Manchester M4 1LF. Mon-Sat 10-6 (back, gn, tpbk, STO, ind, merch, Star Wars & Dr Who specialist, TV/film, British titles) 0161 907 3245

Thunderbooks, 332 Lytham Road, Blackpool FY4 1DW. Mon, Tues, Thurs-Sat (Sun June-Oct inc) 10-5.30; Wed 1-3.30 (imp, back, STO, ind, merch, media collectors' items) 01253 348321 fax: 407813

Thunderbooks II, 116 Friargate, Preston, PR1 9EE. Mon-Sat 10-5.30 (imp, back, STO, s-p, ind, RE/G, merch) 01772 204287

Time Tunnel, 13 Earle Street, Crewe, Cheshire CW1 2BS. Mon and Wed-Sat 9.30-6 (imp, back, STO, merch, film/TV memorabilia, action figures, videos, model kits) 01270 215496

Worlds Apart (FPI), 58-60 Lime Street (city centre), Liverpool. Mon-Sat 10-6 (Fri 10-7) (imp, back, STO, ind, merch, film) 0151 707 0839

North East

Books N' Comics, Unit 15, Forbes Building, Linthorpe Road, Middlesbrough, Cleveland TS1 4AW. Mon-Sat 9.30-5.30 (imp, back, STO, s-p, ind, merch, fantasy and film magazines, Doctor Who/Star Trek) 01642 249143

Forbidden Planet (FPI), 30 Eastgate, The Headrow, Leeds LS2 7JL. Mon-Sat 9.30-5.30 (imp, back, LF film books, film/TV mags, posters, toys, kits, trading cards, stills, Star Trek/Doctor Who) 0113 242 6325

Forbidden Planet, 59 Grainger Street, Newcastle NE1 5JE. Mon-Sat 10-6 (imp, back, STO, ind, u/g, merch, film/TV mags, fantasy/sci-fi books, videos) 0191 261 9173

Forbidden Planet (FPI), 41 Dundas Street, Middlesbrough TS1 1HR. Mon-Sat 9.30-5.30 (Thurs until 7) (imp, gn, s-p, STO, ind, u/g, prl, RPG, CCG, merch, video, action figures, film/TV, manga) 01642 248889

Forbidden Planet (FPI), 12 Matilda, off the Moor, Sheffield. Mon-Fri 10-5; Sat 9.30-5.30 (imp, back, s-p, ind, u/g, merch, original art, model kits, sci-fi/fantasy books, horror magazines, newspaper strip books) 0114 276 9475

The Last Picture Show, 38-39 The Lanes, The Oasis, Meadowhall Centre, Sheffield S9 1EP. Mon-Thurs 10-8; Fri 10-9; Sat 9-7, Sun 11-5 (imp, back, STO, ind, RPG, CCG, merch, film/TV and rock memorabilia) 0114 256 9604 fax: 255 3399

Millennium Comics, Stall 141, Warrington Indoor Market. Mon-Sat 9-5 (imp, back, STO, s-p, RPG, merch, action figures, toys) 01925 575657

Off-World Comics, 200 Park View, Whitley Bay, Tyne & Wear NE26 3QP. Mon-Tues/Thurs 10-5.30 (closed Wed); Fri 10-6; Sat 10-5.30 (imp, back, STO, ind, CCG, merch) 0191 251 2288

Sheffield Space Centre, 33 The Wicker, Sheffield. Mon-Sat 10-5 (Wed closed) (imp, back, STO, s-p, ind, merch, Star Trek) 01142758905

Travelling Man, Unit 8/9, The Corn Exchange, Call Lane, Leeds LS1 7BR. Mon-Thurs 10-5.30, Fri-Sat 9-5.30, Sun 11-5 (imp, back, STO, ind, RPG, CCG, merch, action figures) 01132427227

Travelling Man, 54 Goodramgate, York YO1 2LF. Mon-Sat 10-5.30 (imp, back, STO, ind, RPG, CCG, merch, action figures) 01904628787

West Country

American Dream Comics, 72 Walcot Street, Bath BA1 5BD. Mon-Fri 10-5, Sat 10-5.30 (imp, back, STO, s-p, ind, u/g, merch, original art, hobby kits, CDs) 01225424881

Area 51, 143 Gloucester Road, Bristol. Mon-Sat 10-5.30 (imp, back, STO, ind, u/g, RPG, merch, original art) 01179244655

Automatic Comics, Unit 2, 17 Pickwick Road, Corsham SN13 9BQ. Mon-Tues 12-5 (Wed closed), Thurs-Sat 10-6 (imp, back, STO, s-p, ind, u/g, merch) 01249701647

Collector's Choice, 45 Southgate Street, Gloucester GL1 1TX. Mon-Sat 9-5 (S/Age, British comics/annuals, vintage mags, toys, memorabilia) 01452410232

Forbidden Planet, 30 Penn Street, Bristol BS1 3AS. Mon-Fri 9.30-5.30 (Thurs to 7), Sat 9.30-6 (imp, back, STO, s-p, ind, u/g, merch, film/TV mags, subculture) 01179298692

Forbidden Planet, 43-45 East Street, Southampton SO14 3HN. Mon-Fri 9.30-5.30 (Thurs to 6), Sat 9.30-6 (imp, back, STO, s-p, ind, u/g, merch, film/TV) 02380230991 fax: 230996

Ian's Books & Comics, 195a Albert Road, Southsea, Portsmouth PO4 0JP (next to Tesco). Mon-Tues/Thurs-Fri 10.30-5.15 (Wed closed) Sat 10-5.15 (imp, back, tpbk, STO, s-p, prl, toys) 02392422731

Into the Void, 11 Rodbourne Road, Swindon SN2 2AG. Mon-Sat 9-5 (imp, back, STO, CCG, merch) 01793434363

Kaboom, 65 High Street, Totnes, Devon TQ10 9PU. (new, back, action figures, t-shirts, board games, RPG, import computer games, mail order) 01803863049

Kathies Comics, Unit BG29, Broadmead Gallery, The Galleries Shopping Centre, Bristol BS1 3XB. Mon-Wed/Fri-Sat 9-5.30; Thurs 9-6; Sun 11-5.30 (imp, back, gn, tpbk, STO, ind, prl, CCG, merch) 01179221170

Kathies Comics, 20 Market Avenue, Plymouth, PL1 1PH. Mon-Fri 9.30-5.30; Sat 9-5.30 (imp, back, gn, tpbk, STO, ind, prl, CCG, merch) 01752257800

Kernow Comix & Collectables, (opposite Kazbah Bar) Quay Street, Truro, Cornwall TR1 2HB. Mon-Sat 10-5 (back, gn, tpbk, s-p, ind, u/g, prl, CCG, merch, film/TV fantasy, manga, toys, action figures, UK comics/annuals) 01872279805

Paradox Comics, 17 High Street, Poole, Dorset BH15 1AB. Mon-Fri 10.30-5; Sat 10-5 (imp, back, gn, STO, ind, merch, videos) 01202661346

Purple Haze, 38 Eastlake Walk, Drakes Circus Shopping Centre, Plymouth, Devon PL1 1BX. Mon-Fri

10-5.30, Sat 9-5.30 (imp, back, STO, ind, u/g, merch, film, TV, sci-fi/horror/gene books, videos, Star Trek/Wars, cassettes/CDs) 01752254136

Wonderworld, 540 Christchurch Road, Boscombe, Bournemouth BH1 4BE. Mon-Sat 9-5.30 (imp, back, STO, ind, CCG, merch, film/TV/media, beanie babies) 01202394918 or 393613

Wales

Cardiff Fantasy Centre, 1st Floor, Jacobs Market, West Canal Wharf, Cardiff. Sat 9.30-4.30 (imp, back, STO; established over 20 years) 02920658184 (eves)

Comix Shoppe, 13 Shoppers Walk, Swansea SA1 3AY. Mon-Fri 10-5, Sat 10-5.30 (imp, back, STO, ind, u/g, RPG, CCG, merch, anime, Games Workshop) 01792642097

Forbidden Planet (FPI), 5 Duke Street, Cardiff. Mon-Sat 10-5.30 (imp, back, STO, ind, u/g, merch, sci-fi/fantasy/horror books, Star Trek/Wars) 02920228885

Negative Zone, Provision Market Gallery, High Street, Newport, Gwent NP9 1DD. Mon-Sat 9.30-5 (imp, back, gn, STO, s-p, ind; established for 11 years) 01633222159

Scotland

Asylum Books & Games, 29 Adelphi, Aberdeen AB11 5B2. Mon-Sat 10-6 (Mon and Thurs to 8); Sun 12-5 (imp, back, STO, new/second hand RPG, CCG, books, original art) 01224574637

Black Hole Comic Shop, Unit 3, 15 Victoria Road, Dundee DD1 1ER. Mon-Thurs 10-5; Fri-Sat 10-5.30 (imp, back, STO, ind, second hand records, CDs, videos) 01382221037

City Centre Comics, 51 Parnie Street, Glasgow G1 5LU. Tues-Sat 10-5 (back) 01415522208

Forbidden Planet (FPI), 12 Schoolhill, Aberdeen AB10 1JX. Mon-Fri 10-6 (Thurs until 7); Sat 9.30-5.30; Sun 12-5 (imp, gn, STO, s-p, ind, u/g, prl, CCG, merch) 01224622131

Forbidden Planet (FPI), 40-41 South Bridge, Edinburgh EH1 1LL. Mon-Wed 10-5.30, Thurs 10-6.30; Fri-Sat 10-5.30 Sun 12-5 (imp, STO, s-p, ind, merch, foreign) 01315588226

Forbidden Planet (FPI), 168 Buchanan Street, Glasgow G1 2LW. Mon-Sat 10-5.30, Sun 12-5 (imp, back, STO, s-p, ind, u/g, merch) 01413311215

Justice Comics, Unit 36, The Arcade, Stirling, Fife FK8 1AX. Mon-Sat 10-5 (imp, back, STO, ind, merch) 01786447687

Plan 9, 9 Rosemount Viaduct, Aberdeen AB25 1NE. Mon-Sat 10-5 (Thurs to 6), Sun 1-4 (imp, back, STO, ind, RPG, CCG, WWF, merch, sci-fi) 01224624467

Red Hot Comics, Block D Unit 7, Glenwood Business Park, Glenwood Place, Glasgow G45 9UH. Sat 11.30-6; Sun 12-5 (imp, back, gn, tpbk, STO, ind, prl, CCG, merch) 01416300049

Northern Ireland

Forbidden Planet (FPI), 47 Winetavern Street, Belfast BT1 1JQ. Mon-Sat 9.30-5.30 (imp, back, STO, ind, u/g, merch) 02890438744

Retail Index: USA

When telephoning from outside the USA, include the bracketed 00. Out-of-town US calls begin with the 1 prefix only. The following is a fraction of the estimated 3,000+ US comics stores.

Alabama

Optic Nerve, 1930 12th Avenue South, Birmingham AL 35205 (film, newsstand, ind) (00)12059332787

Alaska

Bosco's in Spenard, 2606 Spenard Rd, Anchorage 99503. Mon-Sat 11-8, Sun 12-6 (new, back, CCG, RPG, cards, anime, merch) (00)19072744112

Bosco's Diamond Centre, 800 East Diamond Blvd, Anchorage 99577. Mon-Fri 10-9; Sat 10-6; Sun 12-5 (new, back, CCG, RPG, cards, anime, games, Star Wars/Trek) t/f: (00)19073443963

Bosco's in Eagle River, 11432 Business Blvd, Eagle River. Mon-Sat 12-8, Sun 12-5 (new, back, CCG, RPG, cards, merch) tel/fax: (00)19076965166

Arizona

Lost Dutchman, 747 West Camelback Road, Phoenix, AZ 85013. Mon-Sun 10-7. (new, back, S/Age) tel/fax: (00)16192780371

California

ComicKaze, 5525 Clairemont Mesa Blvd, San Diego, CA 62117-2342. Mon-Fri 11-7; Sat 11-6; Sun 12-6 (new, back, CCG, merch) (00)18582780371

Comix Experience, 305 Divisadero Street, San Francisco, CA 94117. Mon-Sat 11-7; Sun 12-5 (new, back) (00)14158639258 fax: 92999

Flying Colors Comics, 2980 Treat Blvd, Concord, CA 94518. Mon-Sat 11-7 (Fri until 8); Sun 12-6 (new, back, ind, cards, merch) (00)15108255410

Lee's Comics, Inc., 1020-F N Rengstorff Avenue, Mountain View, CA 94043. Mon-Sun 10-9 (new, back: 1930s to date, anime, manga, s-p, adult, merch) (00)16509651800

Lee's Comics, Inc., 2222 South El Camino Real, San Mateo, CA 94403. Mon-Sun 10-9 (new, back: 1930s to date, anime, manga, adult, s-p, merch) (00)16505711489

Meltdown Comics & Collectibles, 7522 Sunset Boulevard, Los Angeles, CA 90046 (toys, comics, books) (00)13238517223

Stand-Up Comics, 10020 San Pablo Ave, El Cerrito, CA 94530. Mon-Fri 11-7; Sat-Sun 11-6 (new, back, cards, anime, CCG, merch) t/f: (00)15105253344

Third Planet, 3822 Sepulveda Blvd, Torrance, CA 90505. Sun-Thurs 11-8; Fri + Sat 11-9 (new, ind, back, CCG, RPG, GW, sci-fi/fantasy, anime, merch) (00)13107916227

Hawaii

Gecko Books & Comics, 3613 Waiālae Ave, Honolulu, 96816. Mon-Sun 9-9 (new,

back, cards, toys, merch) (00)18087321292 (fax: 2188)

Illinois

Comic Kingdom, 5941 W Irving Park Road, Chicago, IL 60634. (new, back) (00)17735452231

Louisiana

Comic Cosmos, 343 W Esplanade Ave, Kenner, LA 70065. Mon-Thurs 11.30-7, Fri-Sat 11-7.30, Sun 12-5 (new, back, cards, CCG, toys, anime) (00)15042860039

Crescent City Comics & Cards, 6111 Elysian Fields, New Orleans, LA 70122. Mon-Sat 11-7, Sun 12-6 (new, back, cards, CCG, RPG, anime) (00)15042860039

More Fun Comics, 8200 Oak St, New Orleans, LA 70118. Tues-Sat 11-7, Sun-Mon 12-6 (new, back, cards, CCG, merch, toys, CDs) (00)15048651800

Maine

Casablanca Comics, 151 Middle Street, Portland, ME 04101. Mon-Sat 10-9, Sun 12-7 (new, back, cards, CCG, RPG, merch, art) (00)12077801676

Casablanca Comics, 778 Roosevelt Trail, Windham, ME 04062. Mon-Fri 11-7, Sat 10-6, Sun 12-5 (new, back, cards, CCG, RPG, merch, art, GW) (00)12078920056

Massachusetts

Comicopia, 464 Commonwealth Ave, Boston, Massachusetts 02215. Mon-Sun 11-7 (Wed 10-8) (new, merch, CCG, White Wolf, manga, tpbk) (00)16172664266

Minnesota

Uncle Sven's Comic Shoppe, 1838 St Clair Avenue, Saint Paul MN 55105. Mon-Fri 3-6, Sat 11-4 (New, back, tpbk, gn, videos, action figures, CCG, RPG; est 19 years) (00)16516993409

New York State

Earthworld Comics, 327 Central Avenue, Albany, NY 12206. Mon-Wed 11-6; Thur-Fri 11-7, Sat 11-6, Sun 12-5 (new, back, ind, manga/anime, cards, merch) (00)15184655495

Forbidden Planet (FPI) associate, 840 Broadway (at 13th St, NY 10003. Mon-Sat 10-10; Sun 12-10 (new, ind, back, RPG, merch, fantasy) (00)12124731576

Jim Hanley's Universe Ltd, 4 West 33rd Street (opposite Empire State Building), NY 10001. Mon-Sat 9am-11pm; Sun 10-9. (Everything to do with comics) (00)12122687088

Jim Hanley's Universe Ltd, 325 New Dorp Lane, Staten Island, NY 10306. Mon-Sun; 12-9. (Everything to do with

comics) (00)17183516299
Midtown Comics, 200 West 40th Street, NY 10018 (00)1212302-8192

Ohio

The Laughing Ogre, 4258 North High Street, Columbus, Ohio 43214. Mon-Sat 10-9; Sun 12-5 (new, back, cards, merch) (00)16142676473

Oklahoma

Time Warp, 588 SE Washington Street, Bartlesville, OK 74006 (new, back, cards, games, toys, CDs, sci-fi/fantasy) (00)19183353373

Pennsylvania

Comic Castle, 17 West Fourth St, Williamsport, PA 17703. Mon-Sun 10-9 (new, back, S/G Age) (00)17173228763

Golden Eagle, Berkshire Square, 1159 Berkshire Blvd, Wyoming, PA 19610 (new, back, games, CCG, cards, Star Wars/Trek) (00)16103768255

Golden Eagle, Fairgrounds Square Mall, Reading, PA 19605 (new, back, games, CCG, cards, Star Wars/Trek) (00)16109213160

Tennessee

Collector's World, 1511 E Main St, Murfreesboro TN 37130. Open 7 days a week (new, back, CCG, merch, cards, CDs) (00)16158951120

Collector's World, Hickory Plaza South Central, 5751 Nolensville Road, Nashville, TN 37211. Open all week (new, back, CCG, merch, cards, CDs) (00)16158951120

Collector's World, 10820 Kingston Park #10, Knoxville, TN 37922. Open 7 days a week (new, back, CCG, merch, cards, CDs) (00)14236756830

Collector's World, 4006 Granny White Park, Nashville TN 37204 (new, back, CCG, merch) (00)16153858136

Texas

Cliff's Comics, 2205 West Berry St, Fort Worth, TX 76110. (new, back, v/cards, merch) (00)18179277172

Collectible Heroes, 502 West Calton Road #307, Laredo, TX 78041. Mon-Wed 2-7.30; Thurs-Sat 11.30-7.30 (new, back, cards, merch) (00)19567918428

Dragon's Lair Comics & Fantasy, 616 West 34th Street, Austin, TX 78705 (new, back, games, anime, miniatures, prl) (00)15124542399

Virginia

Thore Comics, 3514 Oaklawn Blvd, Hopewell, VA 23860. Mon-Sat 11-7 (new, back, Silver Age, sci-fi, M-TG, cards, vinyl) (00)18044589561

Trilogy Shop, 700 E Little Creek Rd, Norfolk, VA 23518. Mon-Fri 11-7, Sat 10-7, Sun 12-6 (new, back, merch) (00)17575872540 (fax: 5637)

Wisconsin

Lost World of Wonders, 6713 West Oklahoma Ave, Milwaukee, WI 53219 (00)14143284651 (fax: 328-1355)

Direct Market Retailers:

Comics International's Retail Index is THE international retail reference source for collectors, creators, publishers and journalists. Through it you can reach over 40,000 dedicated readers each issue for only £6 (US \$10) a month! Bookable in 6-issue blocks, retailers wishing to be included should send US \$60 or £36 (UK: please add £6.30 to cover VAT @ 17.5%) plus shop information as detailed on previous page to:

Retail Index, Comics International, 345 Ditchling Rd, Brighton BN1 6JJ, England

Cheques and international money orders should be made payable to Comics International. Alternatively, payment can be made by credit card, fax: 0(11 44) 1273 566 333 or e-mail: Listings@comicsinternational.com

The letters (FPI) after various entries indicates that the company is part of **Forbidden Planet International Ltd**

Retailers: International

Australia

Arcadia Unbound, 267 Forest Road, Hurstville, NSW 2220. Mon-Fri 10.30-7, Sat 10-4, Sun 12-3 (imp, back, manga, merch, CCG) (0061) 2 9585 1489

Books & Bounties/Comics Haven, 157a Charters Towers Road, Townsville, Queensland 4812. Mon-Sat 9-6 (imp, back, gn, merch, RPG, CCG) (0061) 7 4779 2408

Fan Attic, 1st Floor, 91 Elizabeth Street, Brisbane, Queensland 4002. Mon-Sun 9.30-5.30 (toys, Star Wars, sci-fi collectibles) (0061) 7 3221 1420

Kinda Lotsa Comics and Stuff, Shop 4, 503-511 King Street, Newtown, Sydney, NSW. Mon-Sat 10.30-7.30 (back, toys, merch) (0061) 2 9565 1054

Known Space Books, 1st Floor, 108 Gawler Place, Adelaide, SA 5000. Wed-Sat 12-6 (US/UK back) (0061) 8 8223 4304

Phantom Zone, 23 Anderson Street, Chatswood, NSW 2067. Mon-Fri 9-6, Sat-Sun 9-4 (imp, back, merch, RPG) (0061) 2 9411 3709

Phantom Zone, 198 Mann Street, Gosford, NSW 2250. Mon-Fri 9-6, Sat-Sun 9-4. (imp, back, merch, RPG) (0061) 2 43 25 4599

Phantom Zone, 207 George Street, Liverpool, NSW. Mon-Fri 9-6, Sat-Sun 9-4. (imp, back, merch, RPG) (0061) 2 9601 2622

Phantom Zone, 285 Hunter Street, Newcastle, NSW. 2300. Mon-Fri 9-6, Sat-Sun 9-4. (imp, back, merch, RPG) (0061) 2 4929 5717

Phantom Zone, 101a Argyle Street, Parramatta, NSW 2150. Mon-Fri 9-6, Sat-Sun 9-4 (imp, back, books, merch, RPG) (0061) 2 9891 1848

Phantom Zone, 268 Crown Street, Wollongong, NSW. 2500. Mon-Fri 9-6, Sat-Sun 9-4 (imp, back, gn, merch, RPG) (0061) 2 4228 7393

Austria

Comic Treff, Getreidemarkt 2-4, 1010 Vienna. Mon-Fri 10-7, Sat 10-1 (imp, back, gn, CCG) (0043) 11 586 7627

Belgium

Forbidden Zone, 25 Rue de Tamines, 1060 Brussels. (3 floors; imp, back, merch, US/French, STO, toys) (0032) 2 534 63 67 (fax 538 24 52)

Canada

Connection MD, 1539 Van Horne Avenue, Montreal, Quebec H2V 1L4. Mon-Sat 11-6 (new, merch, back, CCG) (001) 514 948 2627

Dragon Lady Comics & Paper Nostalgia, 609 College Street, Toronto, Ontario M6G 1B5. (001) 416 536 7460

Little Shop of Heroes, 160 Wallace Avenue, South Listowel, Ontario N4W 1X9 (001) 519 291 2281

Silver Snail Comic Shop, 367 Queen Street West, Toronto M5V 2A4. Mon-Wed 10-6; Thurs-Fri 11-8; Sat 10-6; Sun 12-5 (001) 416 593 0889

France

Album, 67 boulevard St Germain, 75005 Paris. Mon-Sat 10-8; Sun 12-7 (imp, back, gn) (0033) 53 10 00 60

Album, 6 rue Dante, 75005 Paris. Mon-Sat 10-8; Sun 12-7 (imp, back, gn) (0033) 43 54 67 09

Alpha Omega, 25 rue de la Clef, 59800 Lille. Mon 2.30-7.30, Tue-Sat

10.30-12.30/2.30-7.30 (imp, back, French, merch, trading/gaming cards, toys, RPG, Wars/Trek, B5, L5R) (0033) 320 319 375

Astro City, 22 rue Masurel, 59800 Lille. Mon 3-7.30; Tue-Sat 10-12.30, 2-7.30 (imp, manga, cards, merch, kits) (0033) 320 55 1010

Impact Comics, 64 rue Condorcet, 75009 Paris. Mon-Sat 11-7.30 (imp, back, merch, CCG) (0033) 42 80 30 10

L'Antre des Dragons, 56 rue de Loup, 33000 Bordeaux. Mon-Sat 10-12/7 (imp, manga, gn, RPG, CCG, merch) (0033) 55 65 17378

Les Nageurs de Sable, 14 rue Courteline, 37058 Tours. Mon-Sat 11-1/2-7 (imp, back, cards, merch) (0033) 2 47 39 52 40

Pulps, 14 bld Morland, 75004 Paris. Mon-Sat 11-7 (imp, back, RPG) (0033) 1 42 72 55 25

Germany

Black Dog Comics, Rodenberg Strasse 9, 10439 Berlin. Mon-Fri 11-6.30, Sat 11-2 (imp, back, gn, Vcards) (0049) 30 4473 6486

Grober Unfug, Zossenerstrasse 32-33, 10961 Berlin. Mon-Sat 11-7 (imp, back, gn, CCG, merch) (0049) 30 6940 1490

Greece

Metropolis Comics, 94 Metropoleos St, 54622 Thessaloniki. Mon-Sat 10.30-3.30/7.30-11.30 (imp, back, gn, RPG, CCG, merch) (0030) 3 193 7775

Solaris, 6 Botasi Str, 10682, Athens. Mon-Sat 9-3.30/5-8.30 (imp, back, gn, merch) (0030) 1 384 1065

Holland

Henk Lie's Comics & Manga Store, Zeeuk 104, 1012BB Amsterdam. Mon-Sat 11-6; Sun 11-9 (imp, cards, merch, CCG) (0031) 20 421 3688

Hungary

Troll Kepregenyta'r, Terez Krt 13, Budapest 1067. Mon-Fri 10-6, Sat 10-1 (imp, manga, gn, RPG, CCG, merch) (0036) 1 322 6026

Irish Republic

Forbidden Planet (FPI), 5-6 Crompton Quay, Dublin 2. Mon-Sat 10-6 (Thurs 10-7); Sun 12-5 (imp, back, ind, merch, u/g, UK, gn, STO) (0035) 3167 10688

Sub-City Comics, 2 Exchequer Street, Dublin 2. (imp, back, gn, tpbk, STO, s-p, ind, u/g, prl, RPG, CCG, merch) (0035) 3167 71902

Sub-City Comics, Unit 10, Level 1, Corbettcourt Centre, Eyre Square, Galway. (imp, back, gn, tpbk, STO, s-p, ind, u/g, prl, RPG, CCG, merch) (0035) 3915 65994

The 3rd Place, Crow Street, Temple Bar, Dublin 2. (imp, back, gn, tpbk, STO, s-p, ind, prl, RPG, CCG, merch) (0035) 3163 36965

Italy

Avalon, via Battisti 9/b, Bologna. Mon 3-7, Tue-Sat 10.30-12/2-7.30 (imp, back, gn, RPG, CCG, merch) (0039) 051 234459

Avalon, via Pedriali 21, Forlì. Mon 3-7, Tue-Sat 10-12/2-7 (imp, back, gn, RPG, CCG, merch) (0039) 0543 33523

Sweden

Comics Heaven, Stora Nygatan 23, 11127 Stockholm. Mon-Sat 10-6.30 (imp, back, gn, merch) (0046) 8 202516

Switzerland

Analph Comiciaden Strassburgstr., 10 PO Box 1030, 8004 Zürich. (0041) 1 2419695 fax 1 2403442

Avalon, via Settembrini 20, Milan. Mon 3.30-7.30, Tue-Sat 11-7.30 (imp, back, gn, RPG, CCG, merch) (0039) 022 9400410

Avalon, via Foscolo 3, Padova. Mon 3-7, Tue-Sat 10-12/2-7 (imp, back, gn, RPG, CCG, merch) (0039) 049 658290

Avalon, via Bissolati 68, Rome. Mon 3-7, Tue-Sat 10-12/2-7 (imp, back, gn, CCG, cards, merch) (0039) 011 5617252

Avalon, via Magenta 0, Torino. Mon 3.30-7, Tue-Sat 10.30-1, 2-7.30 (imp, back, gn, RPG, CCG, merch) (0039) 011 5617252

Forbidden Planet, via Pinerolo 11/15, 00182 Rome (imp, back, gn) (0039) 06 70305702

Il Marchio Giallo, via Deghi Scipioni 116, Rome. Tue-Sat 10.30-12/2-7.30 (imp, back, merch, kits) (0039) 06 361 40 60

La Borsa del Fumetto, via Lecco 16, 20124 Milano. (imp, back, European and RPG, CCG) (0039) 11 5617252

Malaysia

The Mind Shop, Starhill Centre, Jalan Bukit Bintang, Kuala Lumpur. Mon-Sat 11-10 (imp, CCG, RPG, merch) (00603) 241 8871

The Mind Shop, S 58 Bandar Utama, Petaling Jaya. Mon-Sat 11-10 (imp, CCG, RPG, merch) (00603) 719 8246

The Mind Shop, Jin SS21/39, Petaling Jaya. Mon-Sat 11-10 (imp, CCG, RPG, merch) (00603) 717 6602

New Zealand

Heroes For Sale, Level 2, 62 Queen St, Auckland. Mon-Sat 10-7 (imp, back, s-p, merch, ind, u/g) (0064) 9 307 0682

Whitcoulls Corner Branch, 210 Queen Street, Private Bag 92098, Auckland. (imp, back, gn, tpbk, s-p, merch, ind, u/g) (0064) 9 356 5400 (fax 9 356 5408)

Portugal

BdMania, Rua das Flores 67-71 R/C, 1200 Lisboa. Mon-Sat 11-7.30 (imp, back, CCG, merch) (00351) 21 346 1207

Interzona, Centro Comercial Brasília, Loja 203, Rua Luis Veaga Lertao 98-120, 6050 Porto. Mon-Sat 11-11 (imp, back, gn, CCG, merch) (00351) 22 609 1460

Mundo Fantasma, Centro Comercial Brasília, Rua Luis Veiga Leitao, 98/120, 1 Andar-Loja 203, 4050-399 Porto. Mon-Sat 11-11 (US imp, back, gn, CCG, merch) (00351) 22 609 1460

South Africa

Euronag, Shop 79A, East Rand Mall, Boksburg, Johannesburg. Mon-Sun 9-10 (imp, back, gn, CCG, merch) (0027) 11 896 3773

Zed Bree's Comic Universe, Mediterranean Building, 24 Tenth Ave, Edenvale 1610 Gauteng. 9.30-6 (imp, merch, gn, CCG) 002711 453 4215 (fax 453 4459)

Spain

Gigamesh, RDA San Pedro 53, 08010 Barcelona. Mon-Sat 10-1.30/4.30-8 (imp, gn, RPG, CCG, merch) (0034) 3 246 6359

Sweden

Comics Heaven, Stora Nygatan 23, 11127 Stockholm. Mon-Sat 10-6.30 (imp, back, gn, merch) (0046) 8 202516

Switzerland

Analph Comiciaden Strassburgstr., 10 PO Box 1030, 8004 Zürich. (0041) 1 2419695 fax 1 2403442

International Festivals

A listing of the world's major comics festivals and conventions. For further information, call the organisers on the phone, fax or e-mail numbers provided. To view updates, contact them on their websites. Organisers' estimates of their previous year's attendance is given in brackets.

April 5-6: England

MEMORABILIA '03, NEC, Birmingham. (2002: 17,812). Organisers: Made in Heaven, 1 Star Street, Moffat, Dumfriesshire DG10 9DR. Tel: 01683 220787 fax: 01683 220798. Website: www.memorabilia.co.uk

May 8-11: Spain

THE 21ST BARCELONA INTERNATIONAL COMIC FESTIVAL. (2002 est: 85,000). Organisers: Ficomic, Palau, 4 Baixos, 08002 Barcelona, Spain. Tel: 0034 93 301 23 69 fax: 0034 93 301 52 26. Website: www.ficomic.com

May 17-18: England

LONDON EXPO, ExCel Convention Centre, Royal Victoria Dock, London. Organisers: Sci-Fi Shows (Dept W), Nelson House, 341 Lea Bridge Road, Leyton, London E10 7LA. Tel: 020 8523 1074. E-mail: info@scifishows.com Website: www.londonexpo.com

May 24-25: England

Comics 2003, The Empire and Commonwealth Museum, Bristol. (2002 est: 4,500). Organiser: Kev F. Sutherland. Website: www.sitsvac.org

May: Finland

ARCTIC COMICS FESTIVAL, KEMI. (Previous: 20,000). Organisers: The Arctic Comics Centre, Rautatiekatu 13 B, FIN-90100 Oulu, Finland. Tel/fax: 00358 16 221 000. E-mail: heikki.porkola@kemi.fi Website: www.kemi.fi/sarjis/english Date: TBA

July 17-20: United States

COMIC-CON INTERNATIONAL '03, San Diego, California. (2002 est: 53,000). Organisers: Comic-Con International, PO Box 128458, San Diego, CA 92112-8458. Tel: 001 619 491 2475 fax: 001 619 414 1022. Website: www.comic-con.org

August 8-10: United States

WIZARD WORLD CHICAGO CON 2003. (2001 est: 35,000) Organisers: Wizard World Chicago, 151 Wells Avenue, Congers, NY 10920-2064. Tel: 001 608 226 0200. Website: www.wizarduniverse.com

August 22-24: Canada

CANADIAN NATIONAL EXPO '03, Metro Toronto Convention Center, Toronto, Ontario. (2002 attendance: 15,000) E-mail: info@hobbystars.com

August 29-Sept 1: United States

DRAGON*CON 2003, Atlanta, Georgia. (2002: 20,000). Organisers: Dragon*Con, PO Box 16459, Atlanta, GA 30321-9998. Tel: 001 770 909 0115 fax: 001 770 909 0112. E-mail: dragoncon@dragoncon.org Website: www.dragoncon.org

August: England

MEMORABILIA '03, NEC, Birmingham. (2002: 18,853). Organisers: Made in Heaven, 1 Star Street, Moffat, Dumfriesshire DG10 9DR. Tel: 01683 220787 fax: 01683 220798. Website: www.memorabilia.co.uk Date: TBA

August: Scotland

MEMORABILIA '03, The SECC, Glasgow. (2002 attendance: 7,342) Organisers: Made in Heaven, 1 Star St, Moffat, Dumfriesshire DG10 9DR. Tel: 01683 220787 fax: 01683 220798. Website: www.memorabilia.co.uk Date: TBA

September 12-14: Norway

RAPTUS INTERNATIONAL COMICS FESTIVAL. (2002: 5,000). Organisers: Raptus Bergen Comics Festival, PO Box 768, Central 5807 Bergen, Norway. Tel/fax: 0047 55 32 88 55. E-mail: awa@hib.no Website: www.raptus.no

October 11-12: Belgium

FACTS 2003, ICC Citadelpark, 9000 Gent. (2002 est: 3,000). Organisers: Forbidden Zone, 25 Rue de Tamines, 1060 Brussels, Belgium. Tel: 0032 2 534 63 67 fax 0032 2 538 24 52. Website: www.facts-convention.com

Comics Publishers

North America

Unlike Europe, North American publishers invariably favour indie status to that of being labelled small press. This results in there being hundreds of comics publishers.

While circulations vary immensely, the following are the continent's major comicbook producers with titles printing between 5,000 and 150,000 copies. Contact phone numbers are given where readily available.

AARDVARK-VANAHEIM, PO Box 1674 Station C, Kitchener, Ontario, Canada N2G 4R2 (Cerebus)

ABSTRACT STUDIOS, PO Box 271487, Houston, TX 77277-1487 (Strangers in Paradise)

AC COMICS, PO Box 521216, Longwood, FL 32752-1216 (adventure titles, Golden Age superhero and western reprints)

ACCLAIM COMICS, 1 Acclaim Plaza, Glen Cove, NY 11542 (game tie-in adventure, Valiant superhero imprint, dormant)
(00)1 516 656 5000

AIT/PLANET LAR, 2034 47th Avenue, San Francisco, CA 94116 (graphic novels)
(00)1 415 504 7516

ALTERNATIVE COMICS, 503 North West 37th Ave, Gainesville, FL 32609-2204 (alternative and graphic novels)
(00)1 352 373 6336

AMERICAN MEDIA CONSUMER ENTERTAINMENT, INC., 600 East Coast Avenue, Lantana, Florida 33464 (Cracked)
(00)1 561 586 1111

ANTARCTIC PRESS, 7272 Wurzbach, Suite 204, San Antonio, Texas TX 78240 (adventure and US manga)

ARCHIE COMIC PUBLICATIONS, 325 Fayette Avenue, Mamaroneck, NY 10543 (humour)
(00)1 914 381 5155

AVATAR PRESS, 9 Triumph Drive, Urbana, Illinois, IL 61802 (horror fantasy titles) (00)1 217 384 2211

AWESOME ENTERTAINMENT, 9744 Wilshire Boulevard, Suite 402, Beverly Hills, Los Angeles, CA 90212 (adventure titles; dormant)

BONGO ENTERTAINMENT, 1440 South Sepulveda Boulevard, 3rd Floor, Los Angeles, CA 90025 (The Simpsons and related humour titles) (00)1 310 966 6168

CALIBER COMICS, PO Box 6191,

Plymouth, MI 48170 (black and white adventure titles)
(00)1 734 462 0457

CARTOON BOOKS, PO Box 16973, Columbus, OH 43216 (Bone and related)

CROSSGENERATION COMICS, 4023 Tampa Road, Suite 2400, Oldsmar, FL 34677 (fantasy adventure) (00)1 813 891 1702

CRUSADE FINE ARTS LTD., PO Box 845, Bayport, NY 11705 (fantasy and adventure)
(00)1 631 472 2866

DARK HORSE COMICS, 10956 South East Main Street, Milwaukie, OR 97222 (adventure titles, licensed, US and Japanese manga)
(00)1 503 652 8815

DC COMICS, 1700 Broadway, NY 10019 (adventure and humour, MAD, Vertigo and Paradox Press imprints) (00)1 212 636 5400

DISNEY COMICS, 500 South Buena Vista Street, Burbank, CA 91521 (humour titles)
(00)1 818 507 5739

DRAWN & QUARTERLY, PO Box 48056, Montreal, Quebec, Canada H2V 4S8 (black and white biog)

DREAMWAVE PRODUCTIONS, 2750 14th Avenue, Suite 302, Markham, Ontario L3R 0B6, Canada

DYNAMIC FORCES, 155 Ninth Avenue, Suite E, Rummeneid, NJ 08078 (variant editions and merchandise) (00)1 856 312 1040

FANTAGRAPHICS BOOKS, 7563 Lake City Way North East, Seattle, Washington 98115 (adventure, biographical and Eros adult)
(00)1 206 524 1967

HARRIS COMICS, 1115 Broadway, 8th Floor, NY 10010 (Vampirella, fantasy and horror)
(00)1 212 807 7100

HARVEY COMICS ENTERTAINMENTS, 100 Wilshire Boulevard, Santa Monica, CA 91401 (humour)
(00)1 310 451 3377

HEAVY METAL, 100 Merrick Road, Suite 400 East, The Rockville Center, NY 11570 (adult fantasy magazines and spin-off editions)
(00)1 516 594 2130

HUMANIDS PUBLISHING, PO Box 931658, Hollywood, California CA 90093 (US-European editions)
(00)1 714 2880200

IMAGE COMICS, 1440 North Harbor Boulevard, Suite 305, Fullerton, CA 92835 (adventure)
(00)1 714 2880200

MARVEL ENTERTAINMENT GROUP, 10th Floor, East 40th Street, New York, NY 10016 (adventure, humour and licensed)
(00)1 212 696 0808

NBM PUBLICATIONS, 185 Madison Avenue, Suite 1504, NY 10016 (adult fantasy graphic novels and magazines)

ONI PRESS, 6336 South East Milwaukie Avenue, PMB 30, Portland, OR 97202 (adventure)
(00)1 503 233 1377

RADIO COMIX, 11765 West Avenue, PMB 117, San Antonio, TX 78216 (anthropomorphic manga)
(00)1 210 348 7195

SIRIUS ENTERTAINMENT, INC., PO Box 128, Stanhope, NJ 07874 (adult)

SLAVE LABOR GRAPHICS PUBLISHING, 848 The Alameda, San Jose, CA 95126 (black and white fantasy) (00)1 408 279 0451

TOP COW, 10390 Santa Monica Boulevard #110, Los Angeles, CA 90025 (adventure and licensed)

TOP SHELF PRODUCTIONS, PO Box 1282, Marietta, GA 30061-1282 (alternative and biographical)
(00)1 770 425 0551

TWOMORROWS PUBLISHING, 1812 Park Drive, Raleigh, North Carolina, NC 27605 (comics feature magazines) (00)1 919 833 8092

VEROTIK PRESS, PO Box 64859, Los Angeles, CA 07043 (adult fantasies)

VIZ COMICS, PO Box 77010, San Francisco, CA 94107 (English translated manga)

WARP GRAPHICS, 43 Haight Avenue, Poughkeepsie, NY 12601 (Elfquest and spin-offs)
(00)1 914 473 9277

WILDSTORM, 7910 Ivanhoe Street, #438 La Jolla, CA 92037 (includes ABC, Cliffhanger and Homage DC subsidiary imprints)

United Kingdom

The following are major UK newsstand comics and graphic novel publishers. If calling from outside of the UK, you should drop the first 0 and replace with: 01144 (USA); 0044 (mainland Europe and Eire); 001144 (Australasia).

DC THOMSON, Albert Square, Dundee DD1 9QJ (humour and adventure comics, pocket books and annuals)

EGMONT MAGAZINES LTD., 25-31 Tavistock Place, London WC1H 9SU (humour, licensed and pre-school titles)
020 7344 6400

HAMLYN BOOKS, 2-4 Heron Quays, London E14 4JB (2000 AD graphic novels) 020 7531 8584

I FEEL GOOD LTD., 9 Dollington Street, London EC1V 0BQ (Viz) 020 7687 7000

JOHN BROWN PUBLISHING, The Boathouse, Crabtree Lane, Fulham, London SW6 (albums) 020 7381 6007

KNOCKABOUT COMICS, 10 Acklam Road, London W10 5QZ (humour and underground comix, graphic novels) 020 8969 2945

PANINI COMICS (UK), Panini House, Coach and Horses Passage, The Pantiles, Tunbridge Wells, Kent KT2 5UJ (humour and adventure titles, Marvel licensed) 01892 500 100

REBELLION DEVELOPMENTS LTD., The Studio, Brewer Street, Oxford OX11QN (Judge Dredd Magazine and 2000 AD) 01865 792201

THE REDAN COMPANY, Canon Court East, Abbey Lawn, Shrewsbury SY2 5DE (pre-school humour and licensed titles) 01743 364433

SAVOY BOOKS, 446 Wilmslow Road, Withington, Manchester M20 3BW (adult comic magazines, books and graphic novels) 0161 833 2664

TITAN ENTERTAINMENT GROUP LTD., Titan House, 144 Southwark Street, London SE1 0UP (licensed graphic novels, books, magazines and comics) 020 7620 0200

France

The following are the country's major comics and album publishers. If phoning from the USA, the country code of 0033 becomes 011 33

ALBIN MICHEL, 22 rue Huyghens, 75014 Paris (albums)
(0033) 1 42 79 10 00

CASTERMAN, 66 rue Bonaparte, 75006, Paris (albums and manga) (0033) 1 40 51 28 00

DARGAUD, 6 rue Gager Gabillot, 75015 Paris (albums and manga) (0033) 1 40 45 35 39

DELCOURT, 5 passage du Mont-Cenis, 75018 Paris (albums and comics) (0033) 1 53 41 86 10

FLUIDE GLACIAL, 33 avenue du Main, BP 187, 75755 Paris (comics and albums) (0033) 1 43 20 23 96

GLENAT, 31 rue Ernest Renan, 92130 Issy les Moulineaux (albums and manga) (0033) 1 41 46 11 11

J'AI LU, 84 rue de Grenelle, 75007 Paris (licensed Japanese manga) (0033) 1 44 39 34 70

LES HUMANOIDES ASSOCIES, 24 avenue Philippe Auguste, 75011 Paris (albums) (0033) 1 44 93 88 33

MARVEL, BP 62, 06702 St Laurent Duvar (0033) 1 92 12 57 57

SEMIC FRANCE, 45 rue Broca, 75005 Paris (licensed comics and albums) (0033) 1 43 36 32 00

Italy

The following are the country's major comics and album publishers. If phoning from the USA, the country code of 0039 becomes 011 39

SERGIO BONELLI EDITORE, via Buonarroti 38, 20145 Milano (black and white comics) (0039) 02 96480403

MARVEL ITALIA, viale Emilio Po' 380, 41100 Modena (Marvel licensed titles)

CULT COMICS, viale Emilio Po' 380, 41100 Modena (Image and Dark Horse licensed)

MAGIC PRESS, Zona industriale via Ragusa 18, 00040 Pavana, Roma (Vertigo and WildStorm licensed) fax: (0039) 06 93020361

STAR COMICS, strada Selvette 1bis/1 Bosco (PG) (comics and black and white manga)

ASTORINA S.R.L., via Boccaccio 32, 20123 Milano (Diabolik original and reprint black and white)

KING COMICS, via Pinerolo 3, 00182 Roma (comics)

Spain

The following are the country's comics and album publishers. If phoning from the USA, the country code of 0034 becomes 011 34

NORMA EDITORIAL, Fluvia 89, 08019 Barcelona (licensed DC and Dark Horse comics and albums) 0034 93 303 68 20

EDITORIAL PLANETA-DE AGOSTINI, SA, Aribau 185, 08021 Barcelona (licensed Dark Horse comics and albums)

TOUTAIN EDITOR, SA, Diagonal 325, E-08009 Barcelona (licensed Marvel, Dark Horse, Chaos!, Image and manga comics and albums) 0034 93 344 06 00

EDICIONES LA CÚPULA, Plaza de las Beatas 3, E-08003 Barcelona (adult comics and albums) 0034 32 682 8 05

Mail Order Specialists

Key to abbreviations used:

w/s = wholesale available
dis = bulk discount terms
cat = phone/write for catalogue
s-cat = see for catalogue
wants = wants lists accepted
s-wants = see with wants lists

CoBRA = Comic Book Retailers' mail order protection scheme
cc = major credit cards accepted
sae = send stamped, addressed envelope with enquiry

When telephoning from outside the UK, drop the first 0 and replace with: 01144 (USA); 0044 (mainland Europe & Eire); 001144 (Australasia).

Golden Age

Generally acknowledged as being published between 1938 and 1945, the first age of superhero comics, but herein designated to cover all pre-Silver Age American comics.

Comic Biz, PO Box 7041, London N12 9NF (wants, CoBRA, cc, cat) 020 8446 3464

Comic Book Postal Auctions Ltd, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

Mighty World of Comicana, 237 Shaftesbury Avenue, London WC2 (dis, cat, CoBRA, cc) 020 7836 5630

Quality Comics, 345 Ditchling Rd, Brighton BN1 6JJ (CoBRA, cc) 01244 680 048 (fax: 680686)

Silver Acre Comics, PO Box 114, Chester CH4 8WQ (s-wants, cc) 01244 680 048 (fax: 680686)

Silver Age

Accepted as starting in 1955 with DC's superhero rebirth through *Detective Comics* #225 (intro-ucing the Martian Manhunter) and *Showcase* #4 (introducing the Barry Allen Flash). Herein covering titles up to late 1960s.

Comic Biz, PO Box 7041, London N12 9NF (wants, CoBRA, cc, cat) 020 8446 3464

Comic Book Postal Auctions Ltd, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

East Coast Comics UK, 28 Acton Road, Lowestoft, Suffolk NR33 7LG (high grade, s-want, cc, sae) 01502 578385 (day) 560727 (eve)

Mighty World of Comicana, 237 Shaftesbury Avenue, London WC2 (dis, cat, CoBRA, cc) 020 7836 5630

Quality Comics, 345 Ditchling Rd, Brighton BN1 6JJ (CoBRA, cc)

Quicksilver Comics, PO Box 73, Osselt WF5 0YQ (s-cat, dis, wants, cc, CoBRA) 01924 270500 (fax: 270919)

Silver Acre Comics, PO Box 114, Chester CH4 8WQ (s-wants, cc) 01244 680 048 (fax: 680686)

Post-Silver Age

Comics from 1970 to date: From Bronze Age-Marvel Age-Lead Age up to Platinum Age-Gimmick Age-Image Age. Historians will doubtless eventually decide on a name.

Mighty World of Comicana, 237 Shaftesbury Avenue, London WC2 (dis, cat, CoBRA, cc) 020 7836 5630

Planet Warehouse (FPI) formerly *Comics Warehouse* PO Box 600, 8 Galliford Road, Maldon, Essex CM9 7XD (w/s, cat, cc, CoBRA) 01621 877244

Quality Comics, 345 Ditchling Rd, Brighton BN1 6JJ (CoBRA, cc)

Tarpaulin Books and Comics, 5 Oak Close, Thetford, Norfolk IP24 3EZ (wants, s-cat) 01842 820139

Hot Comics

Current or key titles, first issues or first appearances of major characters. Investment titles for speculators willing to gamble.

A Place in Space, 101 Church Street, Croydon, Surrey CR0 1RN (wants, cc, dis) 020 8686 2400

Comix-shop.co.uk, 7a High Street, Maidenhead, Berkshire SL6 1JN (wants, cat, cc) 01628 777998

Advance Imports

US comics are not generally available in UK newsagents, except for some sea-freight shipped low-cover price DCs and Marvels, and can only be found through specialists in the rest of the world. The following companies

offer air-shipped copies from all of the major US publishers.

Ace Comics, 63/64 High Street, Colchester, Essex (wants, cat, CoBRA, cc) 01206 561912

Avalon Comics, 143 Lavender Hill, London SW11 5QJ (cc, CoBRA) 020 7924 3609

Comix-shop.co.uk, 7a High Street, Maidenhead, Berkshire SL6 1JN (wants, cat, cc) 01628 777998

86th Floor Comics & Cards, 6 Shipley Common Lane, Ilkeston, Derbyshire DE7 8TR (dis, cat, cc) 0115 9443009

Forbidden Planet, 71 New Oxford Street, London WC1A 1DG (s-cat, cc) 020 7497 2150

Gosh! Strips by Mail, 39 Great Russell Street, London WC1B 3PH 020 7636 1011

Mega-City Comics, 18 Inverness St, Camden Town, London NW1 7HJ (s-cat, cc, CoBRA) 020 7485 9320

Planet Warehouse (FPI) formerly *Comics Warehouse*, PO Box 600, 8 Galliford Road, Maldon, Essex CM9 7XD (w/s, cat, cc, CoBRA) 01621 877244

Red Hot Comics, The Warehouse Block D Unit 8, Glenwood Business Park, Glenwood Place, Glasgow G45 9UH (CoBRA, w/s, dis, wants, cc) tel/fax: 0141 630 0049

Limited Editions

Many high-profile miniseries and one-shots are also available in limited, numbered and often autographed editions (s&n). New titles, to acquire copyright, can also appear in small print-run "ashcan" editions (ash).

Comic Biz, PO Box 7041, London N12 9NF (CoBRA, cc, ash, s&n, cat) 020 8446 3464

Trading Cards

Several mail order dealers carry a range of non-sports cards and related peripherals (files, folders, sleeves).

Beyond Comics, 76 Harlescott Road, Nunhead, London SE15 3BZ (s-cat, s-wants, sae, CoBRA) tel/fax: 020 7564 4213

John McDonald: Non-Sport Trading Cards, 20 Alder Grove, Coatbridge, Lanarkshire ML5 3PT (cat, wants) tel/fax: 01236 433358

Old British Titles

The popularity of old British

comics continues to increase as more dealers expand into this area. The following specialise in such titles.

The Book Palace, Jubilee House, Bedwardine Road, Crystal Palace, London SE19 3AP 020 8768 0022

Comic Biz, PO Box 7041, London N12 9NF (wants, CoBRA, cc, cat) 020 8446 3464

Comic Book Postal Auctions Ltd, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

Weird Fantasy, 19 Decoy Road, Ormesby, Great Yarmouth, Norfolk NR29 3LG (s-cat, s-wants, annuals specialist) 01582 736256

Merchandise

Comics, film and TV-related t-shirts, posters, video games, badges, toys, action figures, etc.

Off World: The Sci-Fi Store, 142 Market Halls, Arndale Centre, Luton, Beds LU1 2TP (specialists in Star Trek, Star Wars and sci-fi collectables) 01582 736256

Sci-Fi Merchandise Direct (FPI) and Gear for Games (FPI) Maldon, Essex CM9 4XD (cat) 01621 877222

Original Art

With artists having their originals returned by publishers, an increasing number of pages are now being made available for collectors.

The Book Palace, Jubilee House, Bedwardine Road, Crystal Palace, London SE19 3AP 020 8768 0022

Comic Book Postal Auctions Ltd, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

Silver Acre Comics, PO Box 114, Chester CH4 8WQ (s-wants, cc) 01244 680 048 (fax: 680686)

Peripherals

Acid-free protection for comics. Backing boards, protective bags, storage boxes, etc.

The Book Palace, Jubilee House, Bedwardine Road, Crystal Palace, London SE19 3AP 020 8768 0022

Just Comics, 65 Station Road, Warboys, Huntingdon, Cambs PE28 2TH (w/s only, CollectorLine™ distributor) 01487 824895 01487 824896

Planet Warehouse (FPI) formerly *Comics Warehouse*, PO Box 600, 8 Galliford Road, Maldon, Essex CM9 7XD (w/s, cat, cc, CoBRA) 01621 877244

General Fantasy

As well as comics old and new, some suppliers also provide catalogues of multi-media fantasy, covering TV, film, trading cards and toys.

Forbidden Planet Mail Order, 144 Southwark Street, London SE1 0UP (cat) 020 7803 1900 (fax: 7803 1901)

Sci-Fi Merchandise Direct (FPI) and Gear for Games (FPI) Maldon, Essex CM9 4XD (cat) 01621 877222

Manga Titles

English language translations of Japanese comics and US titles drawn in the Japanese style.

United Publications, 85 Croydon Road, Keston, Kent BR2 8HU (ind, back, cat, wants, cc) 020 8325 9507

Alternative & Biographical

The following carry an extensive range of biographical and slice-of-life comicbooks and graphic novels (*Fantagraphics*, *Maus*, *Crumb*, *Pekar*...)

Gosh! Strips by Mail, 39 Great Russell Street, London WC1B 3PH (wants) 020 7636 1011

Knockabout Comics, 10 Acklam Road, London W10 5QZ (w/s, s-cat, cc) 020 8969 2945 (fax: 8968 7614)

Page 45, 9 Market Street, Nottingham NG1 6HY 0115 9508045

Comics Auctions

Accepting lots from the general public, comics auctions provide an alternative way for collectors to sell their valuable comics. The following accept items for sale, as well as providing regular catalogues for mail order bids.

Comic Book Postal Auctions Ltd, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

Distributors

Anybody considering opening a comics shop or becoming a mail order dealer can obtain further information about the supply of titles from the following who bulk air import US and European comics and related items on a weekly basis.

The Book Palace, Jubilee House, Bedwardine Road, Crystal Palace, London SE19 3AP (graphic novels, art books, comics, remainders, film and TV, popular culture) 020 8768 0022

Diamond Comic Distributors, 2nd Floor, Warton House, 150 High Street, London E15 2NP (US and European comics, cards and related items) 020 8536 5730 (fax: 8536 5736)

Red Route Distribution, Unit 24, 10 Acklam Road, London W10 5QZ (US & European comics/graphic novels, back-list specialists) 020 8960 5855

Mail Order Dealers:

CI's Mail Order Index is the industry's most cost-effective and highly-targeted way to reach a huge dedicated audience in excess of 40,000 readers every month. It costs only £4 (\$6 US) per entry per issue to appear and is bookable in advance as a 6-issue series. Send pre-payment of £24/\$36 (plus £4.20 VAT for UK advertisers) per category with your details to:

Comics International, 345 Ditchling Road, Brighton BN1 6JJ

Cheques and international money orders should be made payable to Comics International. Alternatively, payment can be made by credit card, fax: 0(11 44) 1273 566 333 or e-mail: Listings@comicsinternational.com

Classified

Advertising terms and conditions

Whether for publication or not, all advertisements must be accompanied by full name, home address and daytime phone number of advertiser.

• All private classified Wants or Announcements ads (comics or card related items only) are free of charge. Maximum 50 words, they will be printed at the publisher's discretion when space permits. (Only one advertisement can be submitted per letter/per issue so everybody gets a chance to fit in!)

• FOR SALE ads (and dealer wants/announcements) are charged:
(i) **General announcements:** Stating no issue numbers, prices or titles. Per 50 words (or part thereof) £5.00 (\$7.50 US)
(ii) **List ads:** (including specific titles, issues and/or prices. Minimum charge, per 100 words (or part thereof) £10.00 (\$15.00 US)

Payment (to Comics International) must accompany advertising copy.
CI Classified, 345 Ditchling Road, Brighton BN1 6JJ

For Sale

For sale: Over 1000 comics from the 1980s to the present from many leading publishers including Marvel, DC and Image. Titles include early **Sandman**, early **Venom** and first appearance of Cable. For full list send an sae to Dale Morrall, 26 Linden Farm Drive, Cottes-
thorpe, Leicester LE8 5SX.

For sale: A small select list of comics, trade paperbacks, toys and trading card sets (and singles). Includes **Authority**, **Transmetropolitan**, **Starman**, **The Invisibles**, **Doom Patrol** (Morrison), **The Filth**, **Tomb of Dracula**, **Flaming Carrot**, **Madman** (signed), **Transformers** (UK), manga comics by Masamune Suirow and Kia Asamiya (current **X-Men** artist), plus 100s more manga and 400+ decent indies. **Battle of the Planets** videos, die-cast toys and comics, Joe Quesada Ray pencil sketch £7, **Austin Powers** figures £5 each, USS Enterprise die-cast 1976 with missiles and shuttle £20, foreign Pokemon tazos. Contact Anthony Pick, 20 Grove Road, Hoylake, Wirral CH47 2DT. Tel: 0151 632 4640. No sae required.

For sale: Marvel and DC unique HeroClix. Also action figures (Iron Man Gold) and Hardcover DC trade paperbacks. Good deals guaranteed. All postage and packing free. Please phone Mark on 07720 130658 or write to Mark Brooklyn, 117 Barbara Square, Hucknall, Nottingham NG15 8AP

Original **Marvel Masterworks** for sale. Excellent condition. Call Sandra on 01661 821 851.

For sale: Collection of superior comics. Around 2,500 in total, including Marvel, DC, Image, Vertigo, ABD, Dark Horse, indies and British comics, plus lots of graphic novels, hardcovers and trade paperbacks. **X-Men**, **Uncanny X-Men**, **Miracleman**, **Planetary**, **JLA**, **Batman**, **Detective Comics**, **Green Arrow**, **Daredevil**, **Hellboy**,

Sin City, **The Authority**, **Jay & Silent Bob**, **Hellblazer**, **Doom Patrol**, **Swamp Thing**, **WildCATS**, **Supreme**, **2000 AD**, **Warrior**, rarities, limited editions, signed comics and many more! For sale as one lot only. Any serious offers welcome. E-mail for list to steve_foster2012@hotmail.com

Wanted

Advertisers are reminded that *Wanted ads must be no longer than 50 words (including address), and only single insertion private advertisements can be published free of charge.*

Does anyone know of any fearless lawyers with an uncanny sense of finding things? If so, please ask him to find the following for me: **Avengers Greatest Battles** trade paperback, **Silver Surfer: Return of Thanos** tpbk, **Onslaught Book One**, **Iron Man vs Dr Doom** tpbk, **Fantastic Four: Heroes Return** tpbk. Then contact me, Steve Overton, at 54 Birling Ave, Bearsted, Maidstone, Kent ME14 4LN. Tel: 01622 739082 E-mail teveoverton@aol.com

Wanted: **Transit 1** (McKeever), **Ballad of Utopia** (Hoffman) 1 and 4, **Jack the Ripper 2** (Eternity Comics), **Blood of the Innocent 1** to 4 (Warp Comics), **Conan the Savage 6**, 8 and 9. Please call Jon on 020 7267 7520 or e-mail jonolga@fishpan.fsnet.co.uk

Wanted: English 1950s space, horror, crime, superhero, jungle, western comics. Titles include **Spaceman**, **Whiz**, **Master**, **Captain Marvel**, **Black Magic**, **Space Adventures**, **Space Commando**, **Marvelman**, **Planet**, **Captain Valiant**, **Swift Morgan**, **Mystery in Space**, **Marvel Family**, **Speed Kings** and **Strange Worlds** and similar. Please write to Mike Morley, 5 Crompton Avenue, Sprotboro Road, Doncaster DN5 8ED.

Wanted: **Superman**, **Superboy** and **Batman** English annuals from the 1950s and '60s. Also **Supercar**, **The Avengers**, **The Prisoner** annuals. **T.V. Comic**, **Beezer**, **Topper** weeklies (1960s) **Archie 80-Page Giants** only. Pin-up magazines (1950s-'60s) and any **Bettie Page** material. Contact John Balfour, Westerstraat 67-3, Amsterdam, Holland 1015 LW.

Announcements

Fanzine and small press titles must not be offered for sale before being printed. To verify publication, a sample copy must be sent in along with the advertising copy (50 words max). Single bookings only, so everybody gets a chance!

Ryders: Sins of the Past issue 1 now available. A traditional. A traditional Western told with a manga twist. Prime - Darren Schroeder, Silver Bullet Comics. Please send £1.25 payable to J. Bonnie to 7 Harrold Priory, Bedford MK41 0SD.

PAnic! (Peterborough Anime Club) for over-18s who are fans of manga, anime and other forms of Oriental popular entertainment. Send an sae to John King, 9 Axiom Avenue, Peterborough PE3 7EJ.

The O Men 18. The Eagle Award-nominated supersoap continues! The 10-part **Vicious Circle** storyline begins - Rob confronts Doctor O, Stu has a secret and an old enemy returns - with some deadly friends... Send £1 to Martin, 19a Trevelyan Road, Tooting, London SW17 9LS. Visit the website (including new comics chatroom!) <http://www.theomen.free-online.co.uk>

It's here, it's hot, and you know you want it! **Comics Forum 25**, featuring Woodrow Phoenix interview and Kathleen Gincy on the Inferior Five, plus Mark Stafford, Paul Gravett and more! £3.50 (including p&p) from **Comics Forum**, 2 Hambledon Road, London SW18 5UB. www.comicsforum.co.uk

Pest Control 3. Why not spend an evening with disturbed people? It's the best way to find out what supertypes do on their night off... Great jumping-on point for new readers. Only £1 from Grant Springford, 2 Cawston Court, Highland Rd, Bromley BR1 4AF. Suggested for mature readers.

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Dream Time 1. Enter a world of myth, fantasy and Jungian

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Chimera Arts, publishers of **Bedlam** and **Usher** now have a website for ordering and information on the comics and their contributors! Please visit www.freewebz.com/chimeraarts.

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Comics International's Classified section has turned more than one £5 "For Sale" advertiser into a big-time full page dealer.

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Comic & Card Events

THE NATIONAL COLLECTORS MARKETPLACE

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BEDFORD WAY
LONDON WC1

The National Gallery

Discount Trading Cards



IYF Productions



Krypton Comics



Incognito Comics



Silver Acre Comics



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FREE

2003
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APRIL
6

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ACTION FIGURES
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BEANIE BABIES
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ORIGINAL ARTWORK
POSTERS
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HOW TO GET THERE. BUS: 68, 91, 168 or 188 to Woburn Place.
UNDERGROUND: Piccadilly Line to Russell Square. BRITISH RAIL:
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FUTURE DATE: 8TH JUNE 2003

DEALERS: CALL 020 747 66 873 FOR TABLE AVAILABILITY

www.comicmart.co.uk

Events

A summary of all the events advertised this issue

March

- 15/3 **Birmingham:** Comic Mart & Card Show, Carrs Lane Church Centre, Carrs Lane, Birmingham (p56)
29/3 **Leeds:** Comic Mart & Card Show, Leeds Metropolitan University, Brunswick Hall, Merrion Way, Leeds (p56)
30/3 **Basildon:** Trading Card, Sci-Fi, Movie & Collectors Show with special guest, Basildon Sports Centre, Nethermayne (p35)

April

- 5-6/4 **Birmingham:** Memorabilia '02, Birmingham NEC (p13)
6/4 **London:** The National Comicbook Marketplace and Card Mart, The Royal National Hotel, Bedford Way (p66)
12/4 **Newcastle:** Comic Mart & Card Show, University of Northumbria, Students' Union Ballroom, Sandyford Road (p56)
13/4 **Basildon:** JediCon UK Star Wars Convention with special guests, Basildon Sports Centre, Nethermayne, Basildon, Essex (p35)
19/4 **Nottingham:** Comic Mart & Card Show, Victoria Leisure Centre, Gedling Street, Nottingham (p56)
24-25/5 **Bristol:** Comic Festival 2003 (p9)
26/4 **Glasgow:** Scottish Comics, Card & Collectables Fair, James Moir Hall (Mitchell Theatre) Granville Street (p34)
26/4 **Sheffield:** Comic Mart & Card Show, Main Hall, Sheffield Hallam University, Howard Street (p56)

May

- 3/5 **Manchester:** Comic Mart & Card Show, Sachas Hotel, Tib Street, Piccadilly, Manchester (p56)
4/5 **London:** Comicbook Marketplace, Camden Centre, Bidborough Street (p22)
10/5 **Leeds:** Comic Mart & Card Show, Leeds Metropolitan University, Brunswick Hall, Merrion Way, Leeds (p56)
11/5 **London:** Card Mart, Camden Centre, Bidborough Street (p22)
17-18/5 **London:** London Expo with special guests, ExCel Convention Centre, Royal Victoria Dock (p35)
24/5 **Newcastle:** Comic Mart & Card Show, University of Northumbria, Students' Union Ballroom, Sandyford Road (p56)
31/5 **Birmingham:** Comic Mart & Card Show, Carrs Lane Church Centre, Carrs Lane, Birmingham (p56)

June

- 7/6 **Glasgow:** Scottish Comics, Card & Collectables Fair, James Moir Hall (Mitchell Theatre) Granville Street (p34)
8/6 **London:** The National Comicbook Marketplace and Card Mart, The Royal National Hotel, Bedford Way (p66)
14/6 **Nottingham:** Comic Mart & Card Show, Victoria Leisure Centre, Gedling Street, Nottingham (p56)
21/6 **Manchester:** Comic Mart & Card Show, Sachas Hotel, Tib Street, Piccadilly, Manchester (p56)
22/6 **Liverpool:** Comic Mart & Card Show, Gladstone Hotel, Lord Nelson Street, Liverpool (p56)

July

- 5/7 **Leeds:** Comic Mart & Card Show, Leeds Metropolitan University, Brunswick Hall, Merrion Way, Leeds (p56)
6/7 **London:** Comicbook Marketplace, Camden Centre, Bidborough Street (p22)
12/7 **Birmingham:** Comic Mart & Card Show, Carrs Lane Church Centre, Carrs Lane, Birmingham (56)
13/7 **London:** Card Mart, Camden Centre, Bidborough Street (p22)

August

- 2/8 **Glasgow:** Scottish Comics, Card & Collectables Fair, James Moir Hall (Mitchell Theatre) Granville Street (p34)

Please note: the above listing of UK comics, trading card and related events is free to Comics International display advertisers only.



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